



[The 3rd Birthday.]






The background of the image is a surreal, apocalyptic cityscape. On the left, a massive, gnarled tree trunk rises from the ground, its branches reaching across the sky. The city buildings are depicted in a desaturated, almost monochromatic style, with some structures appearing to be in ruins or heavily damaged. A large, red, stylized bird-like figure, possibly a phoenix or a similar mythical creature, is superimposed over the center of the image, its wings spread wide. The overall atmosphere is one of devastation and rebirth.

[The 3rd Birthday.]



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AYA BREA RETURNS...

In 1998, SquareSoft released an RPG with survival horror elements called *Parasite Eve*. The game allowed the player to customize Aya Brea's weapons, armor, and character abilities and battle mutant monsters in real-time combat.



The much-anticipated sequel arrived in 2000 with improved graphics and a new, real-time combat system. *Parasite Eve II* sent Aya Brea against a resurgence of the

Mitochondrion infestation with upgradeable weapons and customizable armor.

Fast forward more than 10 years and Square-Enix continues Aya's saga in *The 3rd Birthday*. Aya Brea is found outside a cathedral in Manhattan, suffering from amnesia. She is taken in by a Federal agency known as the Counter Twisted Investigation Team, or the CTI, who discover that she has the mysterious ability to dive into a human's consciousness. This ability is dubbed "Overdive." Using this new knowledge of her capabilities, the CTI creates an Overdive device that will send Aya's consciousness into the past, allowing her to help fight off the "Twisted," grotesque creatures that have infested Manhattan. Maybe in the process she can find out the truth of who she really is....



Aya Overdives through six different locations to investigate this infestation and bring peace back to New York. Use Aya's Overdiving ability to acquire new, customizable weapons and Over Energy chips, which in turn enhance her skills. It's going to be a tough series of missions, but Aya is up for the task with the help of the CTI and military forces.





BASIC TRAINING

STARTING THE GAME

Once you start up the game, you are presented with three choices: start a New Game, Load a previous save, or Extras. The Extras option allows you to install the game or change the settings in Config. Installing the game reduces the load times during gameplay, but it requires 214 MB of free space.

Config includes the following settings: Camera Rotation Vertical and Horizontal (Normal, Reversed); Control Type (Shooter Type, Action Type 1, Action Type 2, Action Type 3); Camera View Type (Behind, Normal); Sound Volume for BGM and SFX/Voice; Use Install Data; Caption Display

After starting a new game, you must select a difficulty—Easy, Normal, or Hard. Note that the game also has two additional levels of difficulty to unlock. Complete the game on Hard to unlock Deadly and finish it on Deadly to unlock Insane!



► CTI Headquarters Overdrive Room

At the start of the game, Aya must complete Episode 0, which serves as a tutorial on the game's battle system. Once that is completed, Aya ends up at CTI Headquarters in the Overdrive Room. This period before the start of each mission is known as a briefing. The areas Aya can visit during a briefing collectively act as a hub where you can access everything you need.



Central Monitor

The central monitor accesses the game's main menu where you can do the following:



START MISSION: Sends Aya on her next mission.

OVER ENERGY SETTINGS: Install chips into the DNA boards, view the DNA information of the boards, equip one of the boards, and Format a board.

WEAPON BANK: Equip Aya's weapons and customize them.

PROTECTIVE GEAR: Change Aya's outfit and fix outfits if they are damaged. It costs 300 BP to repair an outfit.

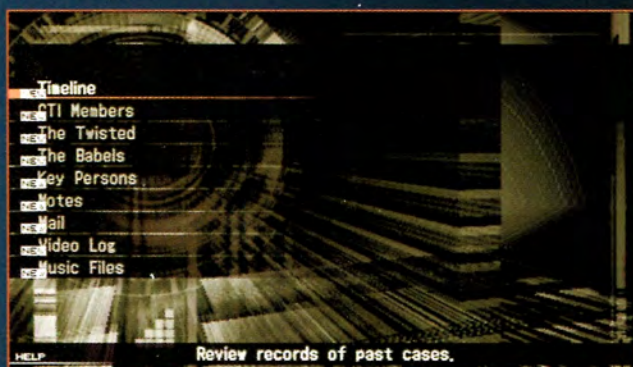
CASE TRAINING: Play through previously completed Episodes. You can select an entire Episode or one chapter on any difficulty that you have already completed.

LOAD DATA: Load a previously saved game. Note that by doing so you will lose any unsaved information

SAVE DATA: Save the game.

Left Monitor

The left monitor provides access to the CTI Case Files, which include:



TIMELINE: Review records of past cases. The content changes as you complete more missions.

CTI MEMBERS: View CTI member data. The content changes as you complete more missions.

THE TWISTED: Review reports on the Twisted.

THE BABELS: Review reports on the Babels.

KEY PERSONS: Review data on individuals who are important to the investigation.

NOTES: Review CTI's databanks.

MAIL: Review e-mail logs.

VIDEO LOG: View the game's cut scenes. This becomes available only after completing the game.

MUSIC FILES: Listen to the game's music. This becomes available only after completing the game twice.

Weapons Locker

Exit the main door and select Weapons Locker to find the Firearms Counter and Battle Simulator. The Firearms Counter offers access to the Weapon Bank. Enter the left door to reach the Weapon Simulator, a place where you can test your weapons and see how much damage they can inflict.

Access the right terminal to place a test target in the middle of the room. There are four choices for targets: three are test dummies with varying hit points, while the fourth is a Slacker.



Locker Room

Exit the main door and select Locker Room to access the CTI men's and women's locker rooms. Access the open locker on the women's side to reach the Protective Gear menu.



CTI Computer


Throughout the Episodes, Aya will find certain areas that provide safety from the Twisted. Here you will always find a computer that gives you the opportunity to access your OE Settings, Weapon Bank, Protective Gear, Load Data, and Save Data.



Briefing Start Menu

Press START during a briefing to open the start menu where you can access the following:



STATUS: Display Aya's status. This reveals the current OE Settings, weapon levels, Aya's level, LIFE Points, Experience, BP, and the equipped weapons with stats. Press  to see the Over Energy List.

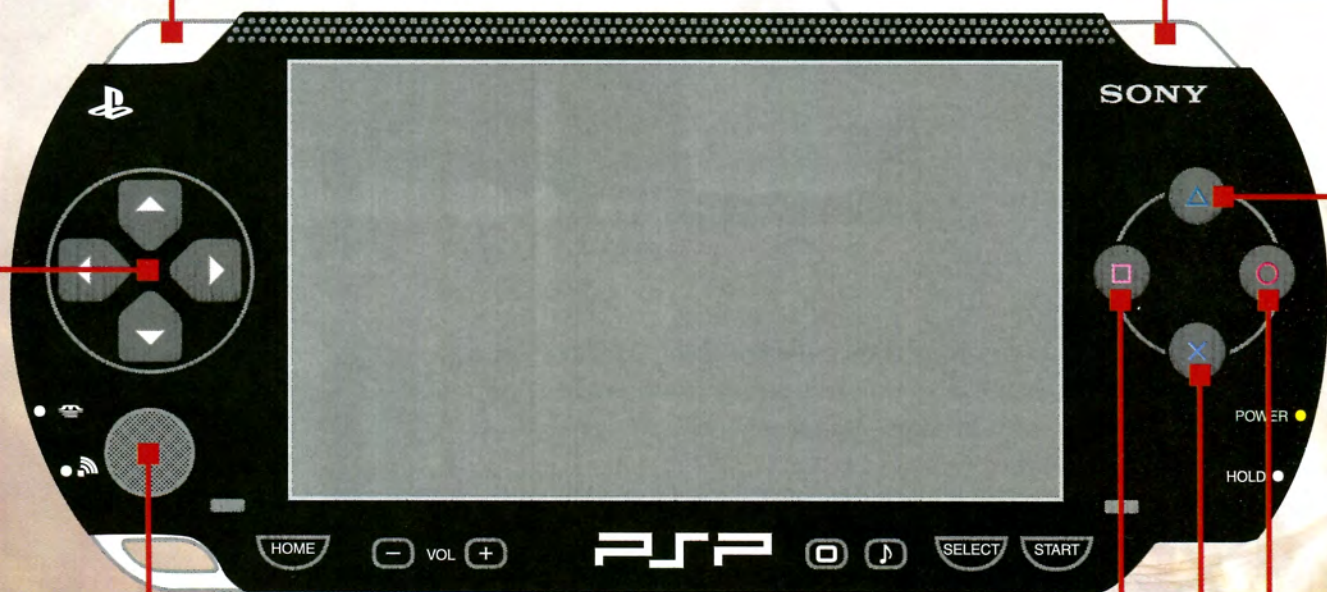
CONFIG: Same Config menu that is available from the title screen.

CHEAT CODES: Open the cheat code list. These are not available until you have completed the game.

RETURN TO TITLE SCREEN

Controls

The following diagram shows the default controls for *The 3rd Birthday*.




BUTTON	WHAT IT DOES
L	Reset camera/[Hold] Lock On
R	Fire Weapon
Analog stick	Move
Directional buttons	Move camera/change target (+L)
X	Dodge
Circle	Reload/[Hold] Change Weapon
Square	Hand grenade
Triangle	Overdive
Hold L + Triangle	Overdive Kill
(Full Liberation gauge) Triangle + Circle	Liberation

► The HUD

Aya's heads-up-display (HUD) reveals a lot of information that is vital to her safety. This screenshot identifies the different parts of the screen.



- 1 Radio:** Use this to stay in contact with CTI Headquarters.
- 2 Weapon Selection:** Hold  and press Up, Down, Left, or Right to select a weapon.
- 3 Enemy's Life Gauge:** Indicates an enemy's remaining health. The weaker foes have just one bar, but as the enemies get tougher, they will have more bars. When the bar drains, a different color will appear underneath representing more health.
- 4 Navigator:** If this is blue, then the area is safe to travel. However, if a Twisted is in the area, then it will turn orange. An arrow illustrates Aya's location, while a flashing arrow outside the circle signifies the direction of your next objective. Also, white dots are friendly soldiers and red dots represent the enemy.
- 5 Hand Grenades:** Indicates the number of grenades in Aya's inventory.
- 6 Weapon & Ammo:** Shows your currently selected weapon and its ammo. The first number reveals how many bullets are left in the magazine. The second number shows the total number of bullets remaining.
- 7 Soldiers:** The names along the right indicate who is available to dive into. The bar underneath the name represents each person's remaining health.
- 8 Aya's Current Host:** Represents the body that Aya is currently controlling. The bar shows how much LIFE he/she has left.
- 9 Liberation Gauge:** When filled up, you can use Liberation.

BATTLE SYSTEM

The Overdrive device sends Aya into combat zones. When she dives into a member of the Corps, she is usually not alone. In fact, other soldiers will be at the ready and as they are eliminated, reinforcements are called in.



Getting Around

Use the analog stick to move around the environment and press **X** to roll in the direction in which you're facing. Use this maneuver to dodge enemies' attacks.



Use the directional buttons to move the camera around. Tapping the L button centers the camera behind Aya. When you reach a ledge and need to access the lower level, a prompt appears on-screen instructing you to press **X**. This will make Aya hop down to the next level.



Use ladders to reach higher points, such as roofs. Walk up to the ladder and press **X** to grab hold, then press up or down on the Analog stick to navigate the ladder.



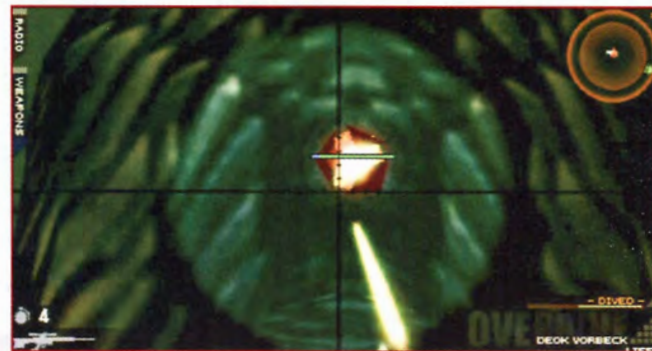
Fighting Basics

Targeting & Killing the Twisted

For handguns, shotguns, and assault rifles, pressing the L button targets a nearby enemy. Hold it down and press the left and right directional buttons to switch between targets. This is very beneficial when entering new rooms or hallways. By immediately targeting in a new area, you will instantly find the closest enemy.



On the other hand, you must manually aim when using sniper rifles, grenade launchers, and other types of special guns. Hold the L button and move the aiming reticle with the analog stick until it is on your target. While aiming the sniper rifle, use the directional buttons to fine-tune your aim and press **Y** to zoom in.




NEED HELP TARGETING?

It should be noted that manually targeting makes the more powerful weapons a bit difficult to use, but they are also the most effective. For easier aiming, move the camera so that Aya is looking at your intended target before lifting and aiming the gun.

With the target in your sights, press the R button to fire the weapon. For single-shot weapons (e.g., handguns and sniper rifles), you must repeatedly press the button to fire multiple shots. The assault rifles and some special weapons automatically fire while holding down the button. Be careful as your aiming reticle will move around as you continue to fire.



Reloading

Press  to reload your weapon. Always reload whenever there is time to avoid getting stuck in a tight spot without a loaded gun. Oftentimes, it is quicker to switch weapons instead of reloading. When you return to the original weapon, it will be ready to use.




AMMO RECHARGE

Be on the lookout for Ammo Recharges, which instantly refill your ammo. However, use them wisely and don't pick one up when you have more than enough ammo. Grab them when leaving an area for the last time or when your ammo is very low.




Weapon Selection

Aya carries three weapons into combat and gains a fourth when she dives into a soldier. Civilians do not carry weapons, though. To switch weapons, hold down  to access the weapon menu and then press one of the directional buttons to select that weapon. There are pros and cons for each weapon, so be smart when choosing a particular weapon.



Hand Grenades

Aya also carries Hand Grenades, which are useful against tough enemies and stubborn obstacles. She can carry a maximum of nine grenades. Watch out for +3 Hand Grenade pickups lying around the areas. Press  to toss a grenade in the direction in which Aya is facing. You can also toss a grenade while targeting an enemy to get a more accurate throw.



Taking Cover

Defense is extremely important when fighting against the Twisted. Fortunately, there are plenty of barricades and walls that you can use to gain a tactical advantage over them. When approaching a barricade, Aya will automatically take cover. From this position, you can avoid most attacks and gunfire. This also allows you to join other soldiers in a more powerful Crossfire attack.



BARRICADE OBSTACLES

Remember that you can jump over barricades that aren't especially large or bulky. While moving toward a barricade, simply press **X** to hop over it.

Some Twisted can break through barricades like they are paper, so don't get complacent. This can knock a soldier back and out of action for a brief moment if you aren't careful. Try to deploy your troops to take full advantage of these barricades. This can create a decided edge in your battles against the Twisted.

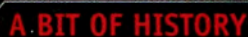
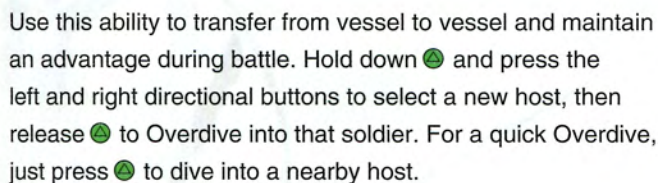


Attacking From Behind Cover

While taking cover, hold the L button to assume a firing position and target an enemy. Start firing your weapon until you need to reload or an enemy attacks. Duck back behind cover to reload and avoid the enemy's attacks. You can even lob a grenade without exposing Aya to danger—just press **R**.

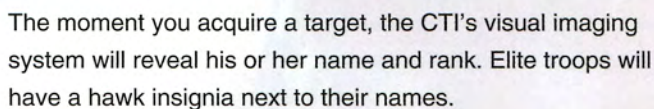



This is the ability to dive into another's psyche and temporarily take control of his or her body. Individuals with this ability can use the Overdive device to remove the portion of the consciousness related to past events, thereby making it possible to warp into the past.



To the best of everyone's knowledge, Aya Brea is the only person capable of using Overdrive. It got its name from her vital signs during the process, which resembled a deep-sea dive.

There are three main Overdrive targets available on the battlefield. Civilians are the weakest in battle since they don't carry weapons, but they are sometimes required in order to clear specific Feats. Regular soldiers perform decently in battle and they carry the higher-grade weapons. Elite troops are the best in combat, although they usually carry a regular assault rifle.



Weapon data gained by Overdiving can be used at the Weapon Bank, although they won't accept registrations of some experimental weapons. It's difficult to identify weapons in the heat of battle. Blank's system will indicate if a target has a new weapon by displaying his or her name in orange, along with having an orange gun icon next to their name. To use a soldier's weapon, hold  and press down.



Defending From Behind Cover


Use Overdive to place troops in strategic positions to better your defensive capabilities. By doing so, you'll gain greater coordination for those tough fights. Keeping your troops in good defensive positions will allow for a better offense when the time is right.



Overdive Kill

Normally, humans are the only potential Overdive targets. Diving into a different life-form would scramble and possibly even destroy Aya's consciousness, killing her in the process. Overdive Kill is a special attack in which Aya dives into a Twisted and destroys it from within. It's effective, yet extremely risky.



As you continue to fire at an enemy, it will be stunned (represented by a triangle). When this occurs, press  to dive into the Twisted and cause massive damage. This is key in finishing off enemies quickly and it also contributes to a special bonus in your episode ranking.

Use this ability often. With some of the tougher Twisted, it's oftentimes needed to first soften it up for regular gunfire. Note that Overdive Kill does damage proportional to Aya's level.



Crossfire

Crossfire is a technique that involves stationing multiple human allies at barricades and other obstacles, then when the opportunity presents itself, catching the enemy in one big coordinated shootout.



To use Crossfire, lock on to the same enemy as a soldier who's taking cover. A gauge will appear on-screen. When the gauge is full, fire your weapon to start Crossfire. Crossfire will last until the gauge has fully depleted.

Crossfire speeds up the weakening process, providing more opportunities for an Overdrive Kill. Be careful while waiting for the Crossfire gauge to fill, though, as it leaves Aya in a vulnerable stance.



HOW DOES IT WORK?

The participating soldiers find their psyches temporarily united with Aya's thanks to her Over Energy. This effect is what allows her to control them during a Crossfire attack.

► Liberation

Loosening the constraints on Aya's abilities allows her to unleash an explosive burst of power. The force released in this no-holds-barred condition might also be considered runaway energy. Entering this state for even a few moments takes a significant toll on Aya's body and spirit.

When attacking enemies, the Liberation gauge (located in the bottom-right corner of the screen) fills up. When it fills completely and starts flashing, press **○** + **△** to activate Liberation. Pressing the **R** button fires powerful energy shots.



While in this state, Aya has greater dodging abilities and stronger firepower. This only lasts a brief time, though, so take full advantage when Aya's in this state. The power of the energy shots can be increased with the appropriate Over Energy settings.



► Weapons & Customization

In addition to the special weapons, there are five categories of weapons that Aya can equip: handguns, assault rifles, shotguns, sniper rifles, and grenade launchers. They all have their pros and cons and most can be customized with different parts.



You can attach parts to weapons to increase their capabilities. Use the BP that is earned as you defeat Twisted and complete Episodes to purchase these parts from the Weapon Bank. Access the Weapon Bank at the main computer in CTI Headquarters or Maeda's house, any computer found at a safe zone, or outside the Battle Simulator.



Handguns/Revolvers

PROS: Fills up Liberation gauge quickly.

CONS: Short range.

CUSTOMIZATION PARTS: Magazine, Grip, Bullets

These guns may not cause much damage, but they are easy to handle. Upgrade the Grip to improve this weapon even more. Plus, Aya's signature gun, the 76SA, has infinite ammo and is always available. Use it against weaker enemies and objects to conserve ammunition. Revolvers tend to be more powerful, but they hold fewer bullets.



Assault Rifle



PROS: Easy weapon to use, has a rapid fire rate.

CONS: Accuracy can be rough, especially when moving and firing.

CUSTOMIZATION PARTS: Barrel, Magazine, Stock, Bullets

The automatic fire on this weapon makes it easy to use. However, as Aya moves the reticle will shake causing the accuracy to decline. To increase the weapon's accuracy, simply fire from a closer range. You can also fire in short bursts to keep the reticle on your target. Upgrade the Stock and Barrel to improve its accuracy and range.

Shotgun

PROS: Great impact, making it good for Overdrive Kills.

CONS: Short range, low ammo.

CUSTOMIZATION PARTS: Barrel, Magazine, Bullets

Some shotguns have a great impact stat, which translates to more Overdrive Kills. Unfortunately, these weapons have a slow reload time. Sometimes it is better to just switch weapons or take cover while reloading.




Sniper Rifle



PROS: Can target an enemy's weak spot and kill from afar.

CONS: Tough to use in close combat.

CUSTOMIZATION PARTS: Scope, Barrel, Magazine, Stock, Bullets

Most Twisted have a weak spot that can only be targeted by using the Sniper Rifle. This weapon must be aimed manually, which makes it a bit tougher to use. From a greater distance, the gun tends to move around more. While aiming, use the directional buttons to line up your shot and press  to zoom in and out. Upgrade the Stock to reduce the gun's shakiness.

Grenade Launcher

PROS: Very powerful shots; effective against certain doors and walls.

CONS: Not a close-combat weapon.

CUSTOMIZATION PARTS: Magazine, Bullets

Just like the Sniper Rifle, the Launchers must be aimed manually, so they aren't quite as effective against fast enemies. Their high attack power makes them essential against some of the tougher foes. This weapon also tends to have a low ammo count, so upgrade the magazine to improve it. The fire rate is low, so try to fire while behind cover.



AYA'S MISSIONS & LEVELING UP

There are six Episodes that comprise *The 3rd Birthday* game. As you complete each one, you receive a rank based on your performance in the level.

Results

After the completion of an Episode, you will receive one of the following ranks based on your results: AAA, AA, A, B, C, or D. Your rank is based on five points: clear time, number of deaths, number of soldier deaths, difficulty, and special bonuses. Each is given a rank and the respective ranks have an associated point value. The point values are added to determine the final rank.



Clear Time

The time taken to complete the Episode determines your clear time rank. The times below are listed in minutes.

EP	DIFF.	TIME FOR EACH RANK (POINTS)				
		A (+5)	B (+4)	C (+3)	D (+2)	NONE (+1)
0	Any	8	10	13:20	20	30
1	Any	30	45	60	70	80
2	Any	30	40	45	55	70
3	Any	20	30	40	50	60
4	Easy	25	35	45	55	70
	Normal	25	35	45	55	70
	Hard	25	35	45	55	70
	Deadly	27:30	37:30	47:30	57:30	72:30
	Insane	30	40	50	60	75
5	Easy	30	40	45	55	70
	Normal	30	40	45	55	70
	Hard	35	45	50	60	75
	Deadly	40	50	55	65	80
	Insane	50	60	65	75	85
6	Easy	4	10	20	25	30
	Normal	4	10	20	25	30
	Hard	6	12	22	27	32
	Deadly	10	16	26	31	36
	Insane	17	23	33	38	43

Player Deaths

The number of times Aya dies determines a rank as shown below.

PLAYER DEATHS	RANK (POINTS)
0	A (+5)
1-2	C (+3)
3-5	None (+1)
6 or more	None (0)

Soldiers' Deaths

The number of times the soldiers die gives you a rank as shown here.

EPISODE	# SOLDIER DEATHS TO GET RANK (POINTS)				
	A (+5)	B (+4)	C (+3)	D (+2)	NONE (+1)
0	1	2	4	6	10
1	2	4	6	10	20
2	10	15	20	30	40
3	6	8	10	15	20
4	8	10	12	17	25
5	6	8	10	15	20
6	10	15	20	30	40

Difficulty

The difficulty at which you play the game also affects your rank.

DIFFICULTY	RANK (POINTS)
Insane	A (+5)
Deadly	B (+4)
Hard	C (+3)
Normal	D (+2)
Easy	None (+1)

Special Bonuses

Completing the following tasks give you special point bonuses that go toward your rank.

PERCENTAGE OF FEATS COMPLETED

POINTS	+5	+3	+2	+1
% of Feats	100%	75%	50%	1%

PREVENT DAMAGE TO GEAR (CLEAR EPISODE WITHOUT ANY GEAR DAMAGE): +1

NO SACRIFICES (NO NPCS DIE): +5

SAVE SOLDIERS USING OVERDIVE

Dive into an NPC with HP at 20% or less to register a save.

EVALUATION (POINTS)	SUPERB (+4)	GREAT (+2)	GOOD (+1)
Number of NPC saves	30	15	5

USE CROSSFIRE TO DEFEAT MANY FOES

EVALUATION (POINTS)	SUPERB (+4)	GREAT (+2)	GOOD (+1)
Number shot down	30	20	10

USE OVERDIVE KILL ON MANY FOES

EVALUATION (POINTS)	SUPERB (+4)	GREAT (+2)	GOOD (+1)
Number destroyed	30	20	10

KILL MANY FOES WITH ONE TYPE OF WEAPON

Defeating the following number of enemies with one type of weapon earns this special bonus. This includes the Handgun, Shotgun, Sniper Rifle, or explosives (Grenade Launcher and hand grenades).

EPISODE	EVALUATION (POINTS)		
	SUPERB (+4)	GREAT (+2)	GOOD (+1)
0	30	20	15
1	80	40	20
2	80	40	20
3	28	18	10
4	14	12	8
5	40	25	15
6	3	-	2

DEFEAT RARE TWISTED: +1



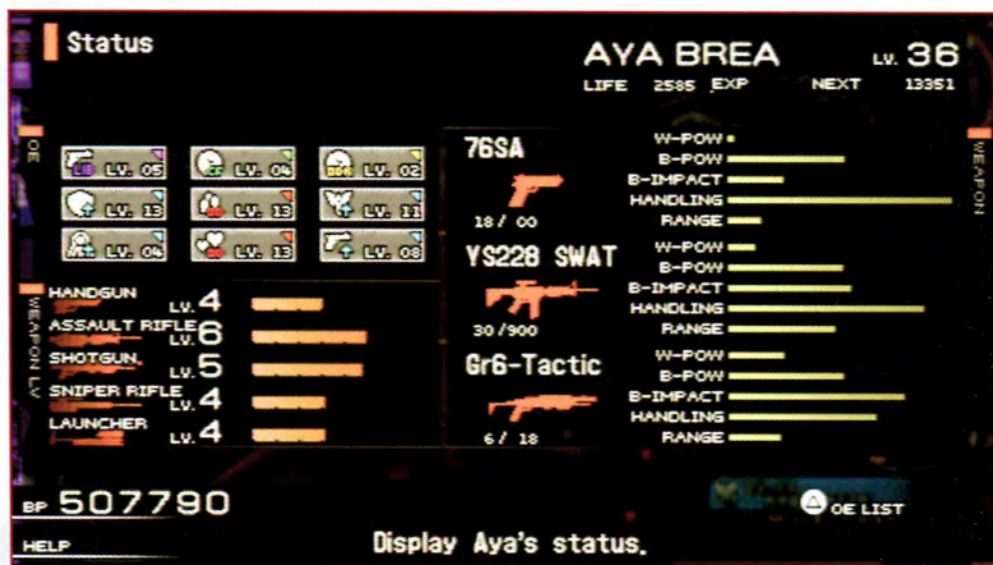
Final Rank

These points are added together to arrive at a final rank. BP is also earned based on your final rank. Earn the following score to get the corresponding rank and BP.

EPISODE	DIFFICULTY	POINTS REQ. FOR RANK (BP EARNED)					
		AAA	AA	A	B	C	D
0	Easy	25(6000)	20(4500)	17(3000)	12(2550)	5(2160)	0(1830)
	Normal	26(6000)	21(4500)	18(3000)	13(2550)	6(2160)	0(1830)
	Hard	27(9000)	22(6750)	19(4500)	14(3825)	7(3240)	0(2745)
	Deadly	28(13500)	23(10125)	20(6750)	15(5738)	8(4860)	0(4118)
	Insane	29(20250)	24(15188)	21(10125)	16(8606)	9(7290)	0(6176)
1	Easy	32(12000)	27(9000)	23(6000)	15(5100)	7(4320)	0(3660)
	Normal	33(12000)	28(9000)	24(6000)	16(5100)	8(4320)	0(3660)
	Hard	34(18000)	29(13500)	25(9000)	17(7650)	9(6480)	0(5490)
	Deadly	35(27000)	30(20250)	26(13500)	18(11475)	10(9720)	0(8235)
	Insane	36(40500)	31(30375)	27(20250)	19(17213)	11(14580)	0(12353)
2	Easy	26(14400)	24(10800)	20(7200)	10(6120)	6(5184)	0(4392)
	Normal	27(14400)	25(10800)	21(7200)	11(6120)	7(5184)	0(4392)
	Hard	28(21600)	26(16200)	22(10800)	12(9180)	8(7776)	0(6588)
	Deadly	29(32400)	27(24300)	23(16200)	13(13770)	9(11664)	0(9882)
	Insane	30(48600)	28(36450)	24(24300)	14(20655)	10(17496)	0(14823)
3	Easy	26(18000)	24(13500)	20(9000)	10(7650)	6(6480)	0(5490)
	Normal	27(18000)	25(13500)	21(9000)	11(7650)	7(6480)	0(5490)
	Hard	28(27000)	26(20250)	22(13500)	12(11475)	8(9720)	0(8235)
	Deadly	29(40500)	27(30375)	23(20250)	13(17213)	9(14580)	0(12353)
	Insane	30(60750)	28(45563)	24(30375)	14(25819)	10(21870)	0(18529)
4	Easy	26(20000)	24(15000)	20(10000)	10(8500)	6(7200)	0(6100)
	Normal	27(20000)	25(15000)	21(10000)	11(8500)	7(7200)	0(6100)
	Hard	28(30000)	26(22500)	22(15000)	12(12750)	8(10800)	0(9150)
	Deadly	29(45000)	27(33750)	23(22500)	13(19125)	9(16200)	0(13725)
	Insane	30(67500)	28(50625)	24(33750)	14(28688)	10(24300)	0(20588)
5	Easy	26(24000)	24(18000)	20(12000)	10(10200)	6(8640)	0(7320)
	Normal	27(24000)	25(18000)	21(12000)	11(10200)	7(8640)	0(7320)
	Hard	28(36000)	26(27000)	22(18000)	12(15300)	8(12960)	0(10980)
	Deadly	29(54000)	27(40500)	23(27000)	13(22950)	9(19440)	0(16470)
	Insane	30(81000)	28(60750)	24(40500)	14(34425)	10(29160)	0(24705)
6	Easy	18(15000)	16(11250)	13(7500)	9(6375)	5(5400)	0(4575)
	Normal	19(15000)	17(11250)	14(7500)	10(6375)	6(5400)	0(4575)
	Hard	20(22500)	18(16875)	15(11250)	11(9563)	7(8100)	0(6863)
	Deadly	21(33750)	19(25313)	16(16875)	12(14344)	8(12150)	0(10294)
	Insane	22(50626)	20(37970)	17(25313)	13(21516)	9(18225)	0(15441)

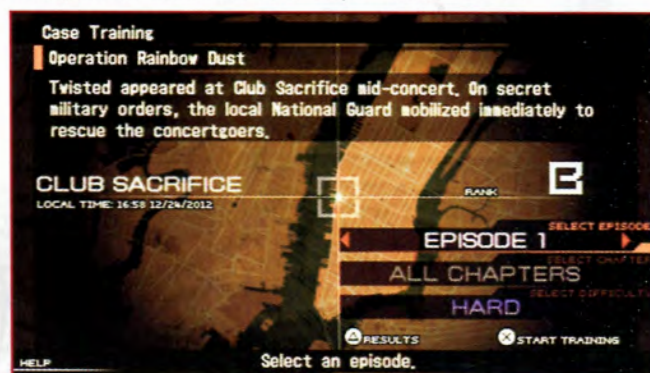
Level System

As Aya defeats Twisted, she earns experience points that are added to her experience bar. When it fills up, Aya's level increases and her stats improve. You get more experience for defeating tougher enemies and playing the game on higher difficulty settings.

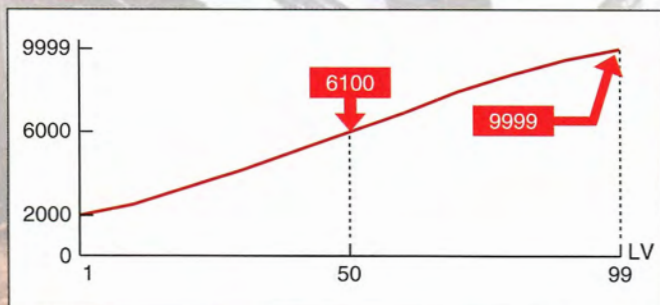


If you reach a point that is proving difficult, you can replay previous Episodes and earn more experience and BP. From the main menu, select Case Training to replay Episodes. This will help make Aya stronger and allow you to improve her weapons.

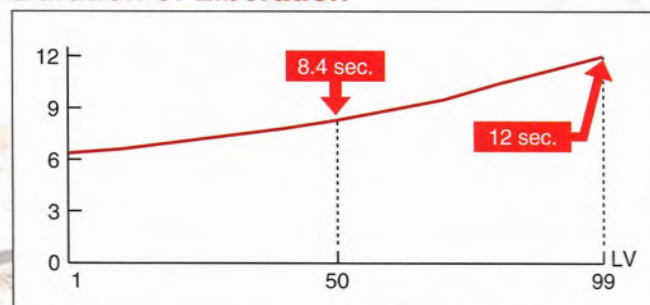
However, as Aya's level increases, the amount of experience she can acquire decreases. At this point, you should attempt to play at a higher difficulty to gain experience faster. Leveling up Aya increases her LIFE Points, Overdrive Kill damage, duration of Liberation, and damage caused by her Energy Shots.



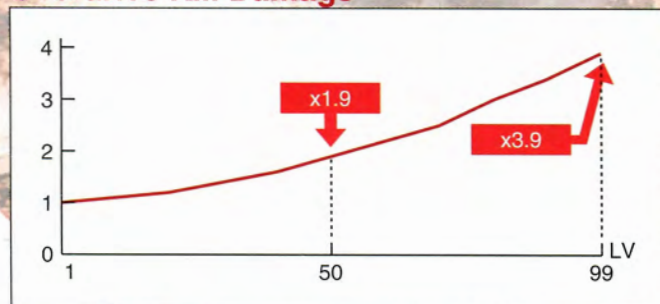
LIFE



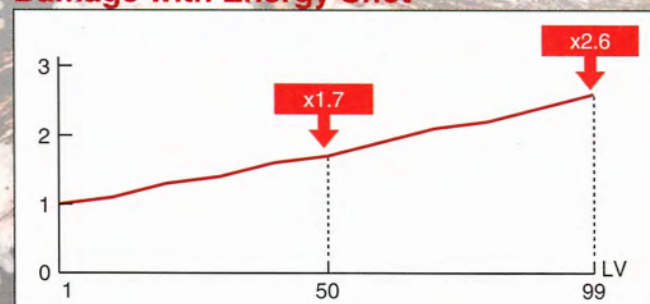
Duration of Liberation



Overdrive Kill Damage



Damage with Energy Shot



OVER ENERGY (OE)

Aya's unique abilities are collectively known as Over Energy. By Overdiving into other humans or Twisted, Aya can obtain Over Energy chips with the power to alter her abilities. Setting these chips into a DNA board can bring out all kinds of latent skills.



OVER ENERGY SETTINGS

At the main menu or while at a computer, select Over Energy Settings to view what OE Chips you have found, set up your DNA boards, equip a DNA board, and format a DNA board. The four options at this menu are as follows:



Over Energy Install: This is where you place the OE Chips you have found onto the DNA boards.

Over Energy List: You can see a list of DNA Information for each DNA board.

Equip: Equip the DNA board that you want to use. Regardless of difficulty level, you receive a new DNA board after clearing Episode 3 and after completing the game for the first, second, and third times. This gives you a maximum of 5 DNA boards.

Format: This wipes a DNA board clean, meaning that any chips that were placed are lost.

► Over Energy Chips

These are DNA fragments Aya Brea obtains when she Overdives into another person or a Twisted. They're often comprised of multiple OEs. As Aya's abilities develop, her instincts should lead her to select the genetic information necessary for her own evolution. Chips can come in a variety of styles: passive, Liberation, Crossfire, Overdive, Overdive Kill, and ability drains. The following section contains a list of the possible chips.

Passive Over Energy (Blue)

These are available at all times, not just when a special ability is used.



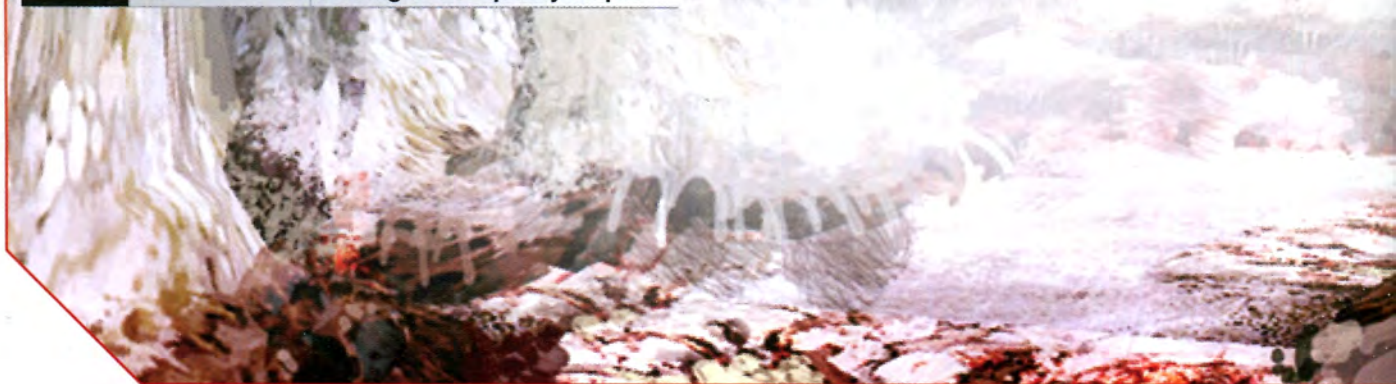
	Energy Defense	Boosts Aya's defense.
	Barrier	A chance that Aya will be protected from enemy attacks for a short time.
	Pre-Raise	Once per Episode, Aya will be revived when her LIFE is depleted.
	Power Surge	A possibility for a temporary boost to attack power.
	Critical Shot	A chance for a big energy shot to be released from Aya's handgun.
	Odds Up	This increases your chances of obtaining an OE chip and finding better-quality chips.

Liberation (Purple)

These chips have an effect on Aya's Liberation.



	Energy Shot	Increases the power of the energy shot released during Liberation.
	Regeneration	Restores Aya's LIFE during Liberation.
	Inferno	Uses all of your life force to wipe out surrounding enemies.



Crossfire (Green)

These are active during Crossfire.



	Boost Fire	Increases your offense during a Crossfire.
	Cross Healing	A chance of healing damage taken by the other soldiers in the crossfire.
	Rapid Link	Causes the Linkage gauge to fill more quickly.

Overdrive Kill (Yellow)

Some OEs will increase Aya's mobility after an Overdrive Kill and attack power during an Overdrive Kill.



	Kill Boost	Increases the power of an Overdrive Kill.
	Haste	Temporarily slows down time in the surrounding area after an Overdrive Kill.

Overdrive Enhancing (Orange)

These chips enhance Overdrive.



	Healing	Chance of restoring some of Aya's LIFE after an Overdrive.
	Antibody	Chance of a temporary boost to defense after an Overdrive.
	Restock	Chance of restoring a little ammo after an Overdrive.
	Impact Wave	Releases Aya's life energy during an Overdrive, blowing enemies away in a huge shockwave.



Ability Drains (Red)

Not all OEs are good for Aya. There are negative OEs that are harmful to Aya, such as the following.



	Slow	Slows down Aya. With this OE activated, attacks Aya would normally be able to dodge become inescapable. Be careful with this one!
	Slow Recharge	Ammo reload speed is slower.
	Lowered Evasion	Reduces the number of times Aya can dodge.
	Odds Down	Reduces the probability of obtaining an OE chip.
	Illness	Causes Aya's LIFE to recover more slowly.
	Disease	The Liberation gauge fills more slowly.

Acquiring Chips

There are four ways for Aya to collect OE chips:



Overdrive Kill: Performing an Overdrive Kill on a Twisted will sometimes produce a chip.

Overdrive into a soldier or a civilian: Overdiving into other people can also result in a chip.

Synthesizing chips: Placing certain chips on top of others can create a new chip.

Remove 100 chips: Removing 100 Over Energy chips from your chip list will get you a new chip (note that once a chip is "removed" it is gone forever).

Installing OE Chips

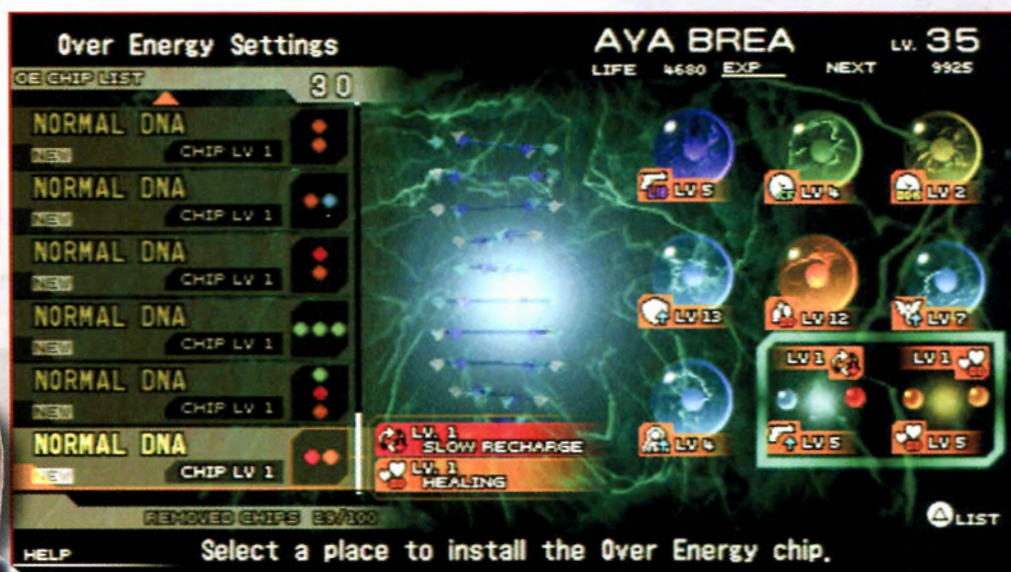
Start out by selecting Over Energy Install and then, if you have more than one board, select the DNA board you want to modify. Along the left side is the OE chip list, where Aya can carry a maximum of 30 chips. The number of chips that she is carrying is shown in the upper-right corner of the chip list. The type of chip, chip level, and alignment of the chip are shown in the list. As you highlight a chip, the DNA makeup is shown in the middle of the screen. Press for a description of each one.





The DNA board is displayed on the right side as a 3x3 grid. You can move between the chip list and board to see what is currently installed. The chips that Aya finds come in three different types: Normal, Rare, and Evolved. They consist of one to three DNA sections and can be horizontal or vertical. Since Aya can only carry 30 chips, just press to delete the currently selected chip.

Grab the desired chip by pressing and move around on the DNA board to find a location to place it, then press again to install. These chips can be placed in the empty slots, or they can be overlapped with currently set chips for varying results.



Linking Over Energy

Line up two of the same kind of OE chips on the DNA board to trigger a phenomenon known as an Over Energy link. The OE level of a pair of linked chips is equal to the sum of the two chips' levels, even if one level is on the low side.

If you have two of the same kind of OE chip and they are not linked, only the higher level counts. Make sure you don't waste any slots with an OE that doesn't count!



Synthesis/Upgrading



By laying an OE chip on top of another of the same type, you can raise the OE level. Raising the OE level increases power, duration, and the success rate of Aya's Over Energy. The OE level of the result is determined randomly based on Aya's level and the OE levels of the chips used. While synthesizing, if you don't like the result, press to retry.

Each OE effect has a maximum level of 25, but is also limited by Aya's current level. When Aya is at level 20, the maximum level of the OE effect is 13. Aya must reach level 53 to access level 25 OE chips.

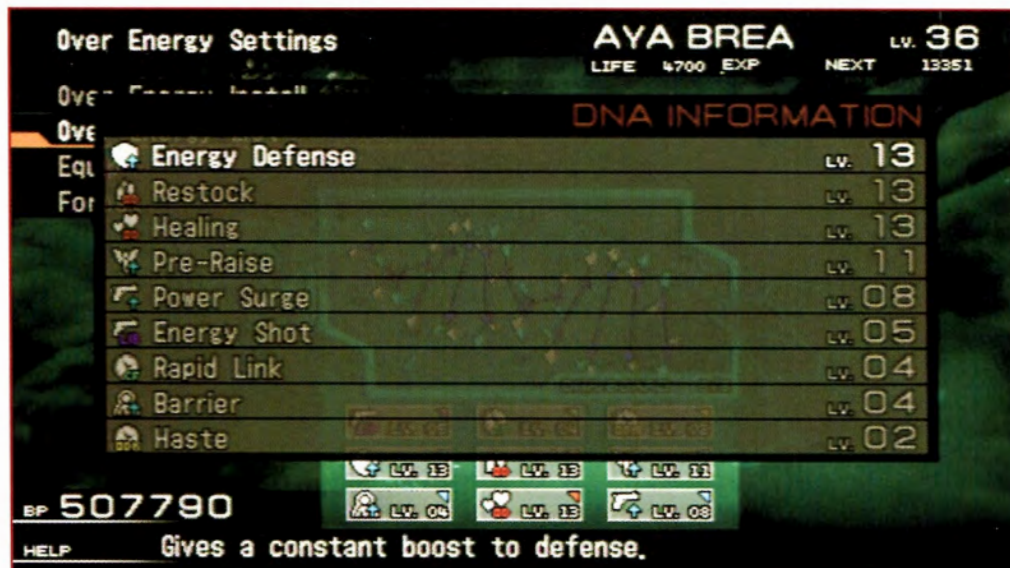
Combining two chips of the same type will always result in the same chip, but synthesizing two different types together may produce a new OE chip altogether. An OE Chip is chosen randomly from a list of candidates based on the chip types used. The resulting level is determined much like it is when the types are the same.

When combining chips, the message "DNA mutation" appears at the bottom of the screen. There are four different types of mutations, which is a predictor of what the result will be.

- A. **Normal:** The result is as expected.
- B. **Benign:** The result may have a better effect than Normal.
- C. **Mutated:** This creates a new chip not based on the used types.
- D. **Malignant:** This produces an ability drain chip.

Recommended Setup

As you progress to the higher difficulties, your OE settings become much more important. Get the nine OE effects that you want on the board and use synthesis to level them up.



Once you reach 30 OE chips, older ones will start to get tossed automatically. Make sure to use any useful ones before this occurs, or delete unwanted chips to count toward the 100 removed.

You must determine which OE chips you prefer based on how you play the game. You may want to set up a few boards for different situations. Each chip has its own usefulness, but the following are some suggestions.

Energy Defense: Reduces damage and is activated often.

Barrier: This can provide that added protection needed when things get difficult.

Pre-Raise: Allowing you to revive once, this is like extending Aya's LIFE.

Power Surge: This boosts Aya's attack power and activates often.

Energy Shot: This boosts attack power during Liberation, making this an even stronger ability.

Rapid Link: This makes the Crossfire gauge refill faster, getting Aya into the action much earlier.

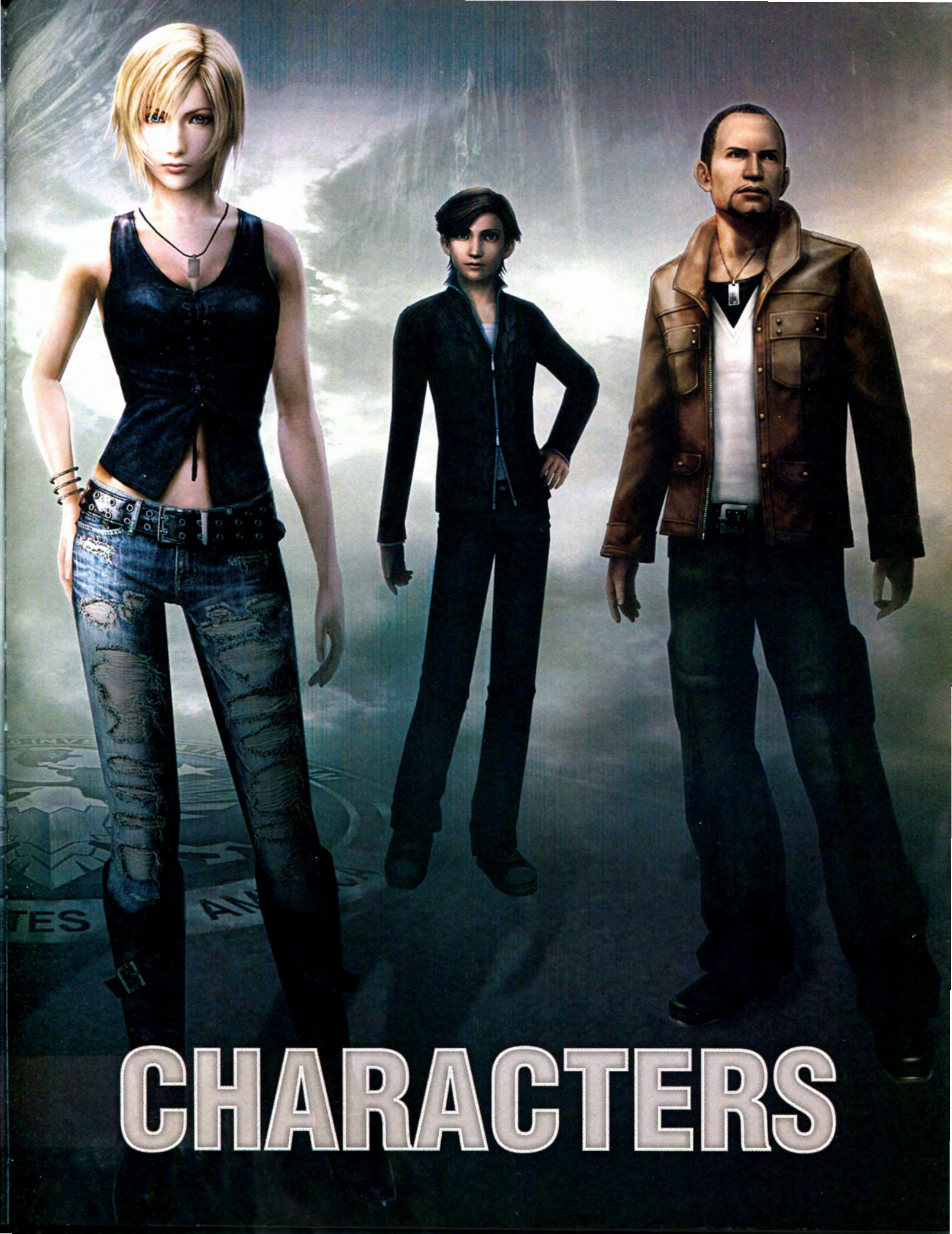
Healing: Heals Aya after an Overdrive. You should be using Overdrive often anyway, therefore this will activate more often.

Restock: This is great for conserving ammo. It will restore some ammo after an Overdrive.

Kill Boost: If you use Overdrive Kill often, this is great. The power of the kill is increased.

Haste: If this triggers after an Overdrive, nearby enemies are much easier to defeat when slowed down.





CHARACTERS

CTI MEMBERS



Aya Brea

Half Japanese, with blonde hair and blue eyes, Aya's unique genetic makeup has given her the physique of a woman in her 20s.

On Christmas Eve 2010, Aya was found outside St. Thomas Cathedral in Manhattan suffering from amnesia. Judging from her bloodstained wedding gown, she had been found just before or just after her own wedding ceremony, although that has never been confirmed. She remembered nothing of herself apart from her own name.



Soon after entering CTI custody, she exhibited a mysterious ability. After much analysis, this ability was dubbed "Overdive."

The Overdive device made Aya the only person capable of diving into a human's past consciousness.

Her chief mission was to move back in time and alter the reality that had already occurred, but if she were to go beyond the limits of her abilities, her consciousness would be lost in time, never to return. In short, death during an Overdive operation had a direct effect on the physical body left behind.

At present, she has completed military training C9-A (about one-third of the total program) under the instruction of Thelonious Cray.





Hyde Bohr

Born in Denmark, Hyde Bohr's father was also a physicist and he grew up surrounded by famous names in the field.

Hyde emigrated to America after graduation and devoted himself to research in the field of quantum mechanics. In 1999, he was invited to become a project manager for the Defense Sciences Office at DARPA (the Defense Advanced Research Projects Agency), a unit of the US Department of Defense that was researching and developing new technologies for the nation's military.

In 2005, he entered the FBI's research center, where he led his own forensics team before becoming the Director of Counterterrorism/Counterintelligence.

On Christmas Eve 2010, he found Aya Brea unconscious in the snow outside Manhattan's St. Thomas Cathedral and took her in. Around the same time, he became the head of the newly formed Counterproliferation Strategy Support Division of the CTD, forerunner to the CTI.

As the chief researcher of the CTI, his duties included revamping it, leading the development team as its senior engineer, and heading up the Overdrive Investigation Unit.



Blank

His real name is unknown. Blank was Born in Jangseong, South Korea. As the chief engineer of the CTI's Overdrive Unit, Blank provides investigative support to the CTI as an associate researcher.

He was arrested for stealing classified NSA data using Brash Marionette, Trojan horse software he had developed at the age of 14. Once received in e-mail, the virus forcibly installed itself and transmitted data to a host computer via a reverse connection.

Six months later, his sentence was reduced with a plea bargain. He began cooperating with CIA investigations: destroying terror cell networks and contributing to the downfall of the terror organizations themselves. When Blank began to receive death threats from a sister cell, he survived by wiping his personal history and creating a new "legend" in its place. Since that time, Blank has been assigned to the investigative support offices of various agencies across America.

He has especially close ties with the FBI's Counterterrorism Division and has worked with Chief Hyde Bohr for years. He joined the CTI at Hyde's request to assist in the development of an Overdrive device.



Thelonious Cray

Born in Gettysburg, Pennsylvania, Cray's parents divorced when he was five. He was sent to his mother's house, where he was forced to live in extreme poverty.

Before coming to work for the CTI, he had been part of the elite Delta Force unit of the US Army, specializing in counterterrorism. Cray was enlisted in Captain Russo's squad, one that undertook only the trickiest and most dangerous missions.



Although he's ably equipped for counterterrorism missions, Cray is distinguished by his skill in close-quarters combat, which is truly second to none.



Cray ran a hostage rescue mission in the Grand Pacific Airlines hijacking, taking command of the Red Squad as they subdued the hijackers and secured the hostages, bringing the event to its conclusion with no casualties. It was this feat that got him assigned to Russo's squad.



As they racked up more and more victories, Russo's squad became known far and wide as the pride of the Delta Force and the terrorists' biggest threat. All that came to an end with the failure of Operation Red Fog in 2012. Delta Force was annihilated and all squad members were killed in action.

Cray was the only survivor of Russo's squad. He hadn't been part of the fatal mission, instead assuming his new post at the CTI.

In the spring of 2002, he married Sandra Smith, an exchange student nurse he had met while in the hospital. Their daughter Isabella was born the following year.





Gabrielle Monsigny

Born in Baltimore, Maryland, Gabrielle's grandfather had emigrated from Belgium. Her father was a police officer and her mother died when Gabrielle was an infant. She was a special agent in the CTI's Overdrive Investigation Unit.

With beautiful features, balanced proportions, and large, discerning eyes that speak to her profound insight, one glance from her would stop anyone dead in their tracks.

Gabrielle truly worked her way to the top, starting with the LAPD before being selected for the SWAT team. She acquired outstanding sharpshooter skills while part of a sniper team within a hostage rescue unit.

She was also one of the few chosen by the FBI's Counterterrorism Division to join a special emergency squadron as part of the SWAT team.

She first worked with Hyde on a CTD mission; she transferred to the CTI on his enthusiastic recommendation. Her sharpshooter techniques and HALO (High Altitude Low Opening) parachute skills were among the very best.

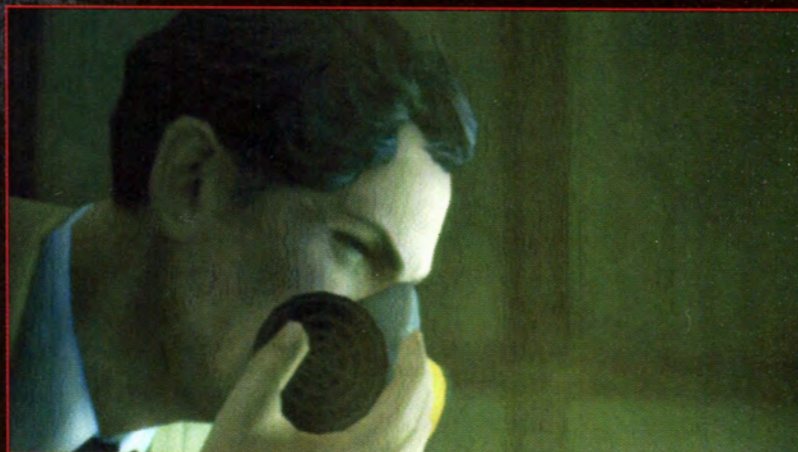
Gabrielle died in 2013 while defending Aya from a Twisted onslaught at the Leavenworth CTI/Army joint exercise and training grounds.



Hunter "Boss" Owen

Born in Joliet, Illinois, Hunter joined the FBI after graduating from Yale. He was "discovered" by the director, distinguished himself as an agent, and was promoted to deputy director in 2008.

In the same month that the CTI was created as a counter-Twisted investigatory agency, the President appointed him its chief. He died in the December 2013 attack on FBI headquarters.



Kunihiko Maeda

Born in Japan in 1963. After working at a Japanese university as a postdoctoral fellow, one particular case drew him to the US, where he got in touch with Aya.

Maeda returned to Japan for a period afterward, but NASA soon pegged him to participate in an interdisciplinary project. After presenting many research papers, Maeda became involved in the development of genetic cloning technology in Germany at the lab of Bonn University professor Friedrich Gehrman.

Distinguished scholars from all disciplines gathered in Gehrman's lab, but once the Twisted appeared, the program disbanded, as its participants practically went into hiding.

Maeda's excitement at learning about Aya's genetic mysteries and capabilities verges on the unseemly, although some would say that only proves he's one of those rare scholars who will never lose his passion for challenging the unknown.



Augustus Vassel

A male gunsmith from Rhode Island. As a medical officer in the US Air Force, he participated in the Gulf War's Operation Desert Storm, but was badly wounded and sent home. His attention then turned to designing firearms.

Vassel went on to produce enhanced versions of many existing gun models, earning him the title of "the genius gunsmith."

Since joining the CTI's equipment unit as the leader of its weapon design lab, he has been making firearms to suit the unique abilities of each special agent. In the summer of 2013, however, he was abducted by a Twisted and turned into a Slacker. The CTI captured him and, in accordance with his wishes, used Vassel as a test subject in various experiments and in the battle simulator.

Louise Brier extracted from his body a particular gene belonging to an unknown Twisted, one that gave him the power to return to life. Weapon parts designed by Vassel are engraved with the initial "V."



Keith Burrows

Burrows is a 35-year-old male, born in Southern California who entered the Army right out of high school. He enjoys spending his leisure time working out and pushing himself to his limits in various sports. An adrenaline junkie, the Army assigned him to the post of prison guard in the CTI's Security Division when the organization was first established.

Edgar Nelson

A 37-year-old male born into Oregon's working class. Nelson's unmatched physical prowess, along with his poised and daring demeanor, served him well in the Navy SEALs. He left the SEALs when his wife was killed in an accident and was making a living as a long-haul truck driver when the CTI was established. His acquaintance Hyde Bohr persuaded him to join the CTI's Security Division as the armory clerk.

Jamie Denton

A 42-year-old male born in Indiana, Jamie is a programmer and linguist. After getting his undergraduate degree at Harvard, he went to MIT for his doctorate and devoted himself to constructing a linguistic optimality theory. Known for developing the "citrin" programming language, he volunteered his services to the CTI after the Twisted appeared. He now works as a leading member of the data analysis unit.

Valerio Neglia

An Italian male who worked at the weapon design lab in the CTI's equipment unit. The weapons he designs bear an engraved initial "N."

Tatiana Ilizarov

A Russian woman who worked at the weapon design lab in the CTI's equipment unit. Weapons whose model numbers begin with T are called the "Tania series" after Tatiana's nickname.

Erich Graf

A 56-year-old male born in Bonn, Germany, Graf is a mathematician and nuclear strategist. He graduated from Princeton and began working at MIT, but his struggle with schizophrenia cost him his job. After several years of treatment, Erich accepted a position at the RAND Corporation think tank and has been studying military strategy ever since. Upon entering the CTI, he assumed the role of Hyde Bohr's "brain."

Louise Brier

A 42-year-old female born in France, Louise is an evolutionary biologist based in the US. After graduating from the University of Paris, she later studied at the University of Chicago and then at Yale.

Brier has been comfortable with the arts from a young age, having grown up with a novelist father and his broad circle of friends. Therefore, she advocates the theory that biology can't be contained, that it's a unified and innovative concept that includes not only anthropology and engineering, but reaches out to encompass philosophy and psychology.

She proposed a unique theory of evolution while studying Twisted genes with geneticist Yuri Kazakov, prompting scholars and top staff at facilities everywhere to attend her lectures and learn more. The theory sent shockwaves through all major disciplines. Louise joined the CTI's science and technology unit at the urging of Hyde Bohr.

José Daniel Garza

In the winter of 2013, the private research institution SRL conducted experiments on 38 inmates-turned-Twisted from a federal prison in Indiana. These people served as the basis of their new military training system.

Due to his similarities to Augustus Vassel, Maeda asked SRL to let him have José Daniel Garza as a specimen for use in battle simulations.

Before turning into a Slacker, José had been doing time for masterminding multiple government agency bombings.

KEY PLAYERS



Kyle Madigan

Kyle lived with Aya and Eve as a bodyguard and guardian since the NMC Incident of 2000. He is currently missing.



Emily Jefferson



Born in London, England, Emily's family moved to New York City when she was two. She became a Twisted right before Aya's eyes during the Sacrifice Incident and was killed after suffering a vicious onslaught.

Emily exhibited unique behavior in that the Twisted didn't simply take over her physical body, but instead hatched out of it.



An investigation by the CTI's data analysis unit found that she had been the daughter of British banking tycoon Christopher Jefferson. Emily attended the State University of New York for two years starting at age 14 as part of an advanced placement college study program.

Ginger

Born in Munich, Germany, Ginger's real name was Kristina Ruskin, daughter of violinist Erhard Ruskin. She formed the rock band Time for Truth at the age of 13 to rebel against her strict father, the director of the German Symphony Orchestra. The band caught the attention of a major British record label, leading to her professional debut at age 15. Her first album "Killing Hour" sold over two million copies, an unprecedented performance for a debut album.



She moved her base of operations to the States, but disbanded Time for Truth at the age of 20 to take a break. Although followed closely by the media and her fans, she and her former bandmates played secret concerts whenever the mood hit them.



She's thought to have died in the Sacrifice Incident on Christmas Eve 2012. After her death, her handwritten will was discovered in her room. It indicated that all of her financial assets were to be given to disadvantaged children.



Eve Brea

Although Eve and Aya lost their blood relation due to the NMC Incident of 2000, they lived together like family. Eve is currently missing.



Isabella Cray

Isabella Cray is the daughter of Thelonious Cray and his wife Sandra. She possesses the sweetness of a doll, along with dark black eyes and blonde hair to match.

She loves the ice cream at the Harvest Town food stall in Chinatown and won't eat a bite of the stuff from anywhere else.

It turns out the proprietor of Harvest Town had been the pastry chef at a famous Seattle hotel. Seeing that Isabella is already something of a gourmet at this young age, Cray is a little uneasy about her future.

WEAPONS

1 Name

2 Level: The weapon level Aya must reach in order to purchase the weapon.

3 Cost (BP)

4 Ammo: Starting capacity/starting reserves

5 Acquire: How to obtain the weapon

6 Weapon stats

76SA 1

LV: -

BP: -

AMMO: 15/INFINITE

ACQUIRE: AYA ALWAYS HAS THIS GUN.

STATS

W-POW/B-POW	20	Liberation Gauge Fill	A
B-IMPACT	D	Long-Range Control	B
HANDLING	S	Stagger	D
RANGE	D		

DESCRIPTION

A civilian model of the standard issue pistol of the American military. When changing weapons, this gun is always assigned to the up button.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	V76SA-MB1	990	2	-	Ammo +3
Magazine	V76SA-MB2	2070	5	-	Ammo +5
Magazine	V76SA-MB3	4950	7	Deadly Ep4, Ch2, Reinforcements survived	Ammo +15
Grip	V76SA	-	-	-	HA ↑
Bullets	N9 76SA	1080	1	-	HA ↑
Bullets	N9A1 76SA	2520	2	-	EP ↑, HA ↑
Bullets	N9A2 76SA	3960	3	-	EP ↑, HA ↑
Bullets	VIK I 76SA	2700	3	Easy-Hard Ep3, Ch2, No soldiers taken by Snatchers	EP ↑, HA ↑
Bullets	VIK II 76SA	3600	4	-	EP ↑, HA ↑
Bullets	VIK III 76SA	4500	5	-	EP ↑, HA ↑
Bullets	TBM 76SA	21600	5	Hard Ep5, Ch3, Sustain reinforcements	EP ↑, HA ↑
Bullets	TBM2 76SA	28800	6	-	EP ↑, HA ↑
Bullets	TBM3 76SA	36000	7	-	EP ↑, HA ↑
Bullets	AQO 76SA	33480	7	Insane Ep4, Ch1, Tank team survivors unharmed	EP ↑, HA ↑, LG ↑, LR ↑
Bullets	AQO2 76SA	44640	8	-	EP ↑, HA ↑, LG ↑, LR ↑
Bullets	AQO3 76SA	55800	9	-	EP ↑, HA ↑, LG ↑, LR ↑

The effectiveness of each weapon is measured by the following stats. All stats except attack power are ranked on a scale of S (excellent) to D (poor).

W-POW (WP): The attack power of the weapon.

B-POW (BP): The attack power of the ammunition. W-POW plus B-POW equals the total attack power. This is the number included in the weapon stats that follow.

B-Impact (BI): The ability of a weapon to cause an enemy to recoil. Recoil is measured by the yellow aura that appears around an enemy's LIFE gauge. Building up enough recoil will create a chance for the enemy to be stunned.

Handling (HA): The weapon's ease of use, which affects the weapon's accuracy.

Range (RA): The weapon's maximum attack range. Note that if the reticle is red when targeting an enemy, Aya is within range.

Liberation Gauge Fill (LG): How fast the Liberation Gauge Fills when firing the gun.

Long Range Control (LR): How well the gun accuracy of the gun can be controlled at long range.

Stagger: The likelihood an enemy will be stunned after enough recoil is built up. Once an enemy is stunned, you will have the opportunity to use Overdrive Kill.

7 Customization part type: Scope, Barrel, Magazine, Grip, Stock, and Bullets. Each type of weapon has a selection of parts that can be equipped. Only one of each type can be equipped on the gun. If an arrow connects two parts, the first one unlocks the second.

8 Customization part name

9 Cost of customization part (BP)

10 Weapon level required to purchase part

11 Complete this Feat: If a Feat is listed here, you must complete it to unlock the part. Otherwise, just reach the required weapon level to unlock it.

12 Effect: How the part affects the weapon.

HANDGUNS

76SA



LV: - BP: - AMMO: 15/INFINITE ACQUIRE: AYA ALWAYS HAS THIS GUN.

STATS

W-POW/B-POW	20	Liberation Gauge Fill	A
B-IMPACT	D	Long-Range Control	B
HANDLING	S	Stagger	D
RANGE	D		

DESCRIPTION

A civilian model of the standard issue pistol of the American military. When changing weapons, this gun is always assigned to the up button.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	V76SA-MB1	990	2	-	Ammo +3
Magazine	V76SA-MB2	2070	5	-	Ammo +5
Magazine	V76SA-MB3	4950	7	Deadly Ep4, Ch2, Reinforcements survived	Ammo +15
Grip	V76SA-GR1	540	1	-	HA ↑
Grip	V76SA-GR2	2340	3	Easy-Hard Ep1, Ch1, Destroy all Slackers	HA ↑
Bullets	N9 76SA	1080	1	-	BI ↑
Bullets	N9A1 76SA	2520	2	-	BI ↑
Bullets	N9A2 76SA	3960	3	-	BP ↑, BI ↑
Bullets	VIK I 76SA	2700	3	Easy-Hard Ep3, Ch2, No soldiers taken by Snatchers	BP ↑, BI ↑
Bullets	VIK II 76SA	3600	4	-	BP ↑, BI ↓
Bullets	VIK III 76SA	4500	5	-	BP ↑, BI ↓
Bullets	TBM 76SA	21600	5	Hard Ep5, Ch3, Sustain reinforcements	BP ↑, BI ↓
Bullets	TBM2 76SA	28800	6	-	BP ↑, BI ↓
Bullets	TBM3 76SA	36000	7	-	BP ↑, BI ↑
Bullets	AQO 76SA	33480	7	Insane Ep4, Ch 1, Tank team survivors unharmed	BP ↑, BI ↓, RA ↑, LG ↑, LR ↑
Bullets	AQO2 76SA	44640	8	-	BP ↑, BI ↓, RA ↑, LG ↑, LR ↑
Bullets	AQO3 76SA	55800	9	-	BP ↑, BI ↓, RA ↑, LG ↑, LR ↑

A170D



LV: - BP: 1800 AMMO: 17/200 ACQUIRE: EASY-HARD EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 2

STATS

W-POW/B-POW	19	Liberation Gauge Fill	A
B-IMPACT	S	Long-Range Control	C
HANDLING	S	Stagger	C
RANGE	D		

DESCRIPTION

It won't kill any Twisted quickly, but great impact and handling with high Liberation Gauge fill makes this gun great for easy Overdive Kills.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	VM17-MB1	90	1	-	Ammo +13, WP ↑, BP ↑, BI ↑
Magazine	VM17-MB2	270	2	-	Ammo +33, WP ↑, BP ↑, BI ↑
Magazine	TM17-MC1	540	1	-	Ammo reserves +100
Magazine	TM17-MC2	1620	2	-	Ammo reserves +200
Grip	VM17-GR1	180	1	-	HA ↑
Grip	VM17-GR2	540	2	-	HA ↑
Bullets	V9 II M17	450	1	-	BP ↑, BI ↑
Bullets	V9 III M17	1350	1	-	BP ↑
Bullets	N9 M17	720	1	-	BP ↓, BI ↑
Bullets	N9A1 M17	2160	2	-	BI ↑
Bullets	N9A2 M17	3600	3	-	BP ↑, BI ↑
Bullets	WS M17	2700	2	Easy-Hard Ep2, Ch3, Swiftly breach the orb nest	BP ↓, BI ↓, HA ↓, bullets per shot +3

A220D



LV: 2

BP: 3600

AMMO: 15/200

ACQUIRE: HARD EP5; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 3

STATS

W-POW/B-POW	28	Liberation Gauge Fill	A
B-IMPACT	S	Long-Range Control	C
HANDLING	S	Stagger	B
RANGE	D		

DESCRIPTION

Big improvement over the A170D in attack power and ammo reserves capability, but still very effective in filling the Liberation Gauge and creating opportunities to use Overdive Kill.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	VN22-MB1	180	2	-	Ammo +15, WP ↑, BP ↑, BI ↑
Magazine	VN22-MB2	540	3	-	Ammo +35, WP ↑, BP ↑
Magazine	TN22-MC1	1080	2	-	Ammo Reserves +100
Magazine	TN22-MC2	3240	3	-	Ammo Reserves +200
Magazine	TN22-MB3	7560	4	Hard Ep5, Ch4, Reinforcements survived	Ammo Reserves +600
Grip	VN22-GR1	360	2	-	HA ↑
Grip	VN22-GR2	1080	3	-	HA ↑
Bullets	.40PV I N22	900	2	-	BP ↑, BI ↑
Bullets	.40PV II N22	2700	3	-	BP ↑, BI ↑
Bullets	W45 I N22	1440	2	-	BP ↓, BI ↑
Bullets	W45 II N22	4320	3	-	BI ↑
Bullets	W45 III N22	7200	4	-	BP ↑, BI ↑

A220 CDR4



LV: 4

BP: 5400

AMMO: 15/200

ACQUIRE: DEADLY EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 2

STATS

W-POW/B-POW	43	Liberation Gauge Fill:	A
B-IMPACT	S	Long-Range Control:	C
HANDLING	S	Stagger:	B
RANGE	D		

DESCRIPTION

This improved A220 has even more power. Combine that with great handling and impact and this gun is a must-have for Overdive Kills. You will have to play the Deadly difficulty to get it though.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	VG4-MB1	270	4	-	Ammo +15, WP ↑, BP ↑, BI ↑
Magazine	VG4-MB2	810	5	-	Ammo +35, WP ↑, BP ↑, BI ↑
Magazine	VG4-ML1	2970	6	Deadly Ep2, Ch3, Swiftly breach the orb nest	Ammo Reserves +185, LG ↑
Magazine	TG4-MC1	1620	4	-	Ammo Reserves +100
Magazine	TG4-MC2	4860	5	-	Ammo Reserves +200
Grip	VG4-GR1	540	4	-	HA ↑
Grip	VG4-GR2	1620	5	-	HA ↑
Bullets	.40PV I G4	1350	4	-	BP ↑, BI ↓
Bullets	.40PV II G4	4050	5	-	BP ↑, BI ↑
Bullets	W45 I G4	2160	4	-	BP ↓, BI ↑
Bullets	W45 II G4	6480	5	-	BI ↑
Bullets	W45 III G4	10800	6	-	BP ↑, BI ↑

T1923 B1



LV: - | BP: 2880 | AMMO: 7/160 | ACQUIRE: EASY-HARD EP4; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 2

STATS

W-POW/B-POW	34	Liberation Gauge Fill:	A
B-IMPACT	C	Long-Range Control:	D
HANDLING	A	Stagger:	C
RANGE	D		

DESCRIPTION

This gun has pretty good attack power, but only holds 7 bullets at first. Improve the magazine for higher ammo capacity and the bullets for even more power. Combine this with the better grip to counter the lower handling.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	N45A1-MA1	640	1	-	Ammo +8, Ammo Reserves +80
Magazine	N45A1-MA2	1940	2	-	Ammo +13, Ammo Reserves +160
Grip	V45A1-GR1	210	1	-	HA ↑
Grip	V45A1-GR2	640	3	-	HA ↑
Bullets	ATP I 45A1	970	1	-	BP ↑, BI ↓, HA ↓
Bullets	ATP II 45A1	2910	1	-	BP ↑, BI ↓, HA ↓
Bullets	HD 45A1	2590	2	Easy-Hard Ep5, Ch3, Destroy all Rollers	BP ↑, BI ↑, HA ↓
Bullets	HD2 45A1	5180	3	-	BP ↑, BI ↑, HA ↓
Bullets	HD3 45A1	7770	4	-	BP ↑, BI ↑, HA ↓

CDA1923 FBI



LV: 3 | BP: 5760 | AMMO: 7/160 | ACQUIRE: HARD EP4; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 7

STATS

W-POW/B-POW	51	Liberation Gauge Fill:	A
B-IMPACT	C	Long-Range Control:	D
HANDLING	A	Stagger:	B
RANGE	D		

DESCRIPTION

This is an improved T1923 B1 with extra "oomph." You will need the same improvements to hold more bullets and gain higher power.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	N45 SFA-MA1	1290	3	-	Ammo +8, Ammo Reserves +80
Magazine	N45 SFA-MA2	3880	4	-	Ammo +13, Ammo Reserves +160
Grip	V45 SFA-GR1	430	3	-	HA ↑
Grip	V45 SFA-GR2	1290	4	-	HA ↑
Bullets	ATP I 45 SFA	1940	3	-	BP ↑, BI ↓, HA ↓
Bullets	ATP II 45 SFA	5830	3	-	BP ↑, BI ↓, HA ↓
Bullets	HD 45 SFA	5180	4	Hard Ep5, Ch1, Destroy all Orbs	BP ↑, BI ↑, HA ↓
Bullets	HD2 45 SFA	10360	5	-	BP ↑, BI ↑, HA ↓
Bullets	HD3 45 SFA	15550	6	-	BP ↑, BI ↑, HA ↓

VS MAX



LV: 5

BP: 8640

AMMO: 7/160

ACQUIRE: DEADLY EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 1

STATS

W-POW/B-POW	77	Liberation Gauge Fill:	A
B-IMPACT	C	Long-Range Control:	D
HANDLING	A	Stagger:	B
RANGE	D		

DESCRIPTION

The VS Max has the best attack power of the handguns, but just like the previous two, it only holds 7 bullets. Make the same improvements to increase that to 23 bullets and even greater power..

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	N45SBI-MA1	1940	5	-	Ammo +8, Ammo Reserves +80
Magazine	N45SBI-MA2	5830	6	-	Ammo +13, Ammo Reserves +160
Magazine	N45SBI-MA3	9720	7	-	Ammo +23, Ammo Reserves +240
Grip	V45SBI-GR1	640	5	-	HA ↑
Grip	V45SBI-GR2	1940	7	-	HA ↑
Bullets	ATP I 45SBI	2910	5	-	BP ↑, BI ↓, HA ↓
Bullets	ATP II 45SBI	8740	5	-	BP ↑, BI ↓, HA ↓
Bullets	HD 45SBI	7770	6	Deadly, Ep3, Ch2, Destroy all Orbs	BP ↑, BI ↓, HA ↓
Bullets	HD2 45SBI	15550	7	-	BP ↑, BI ↓, HA ↓
Bullets	HD3 45SBI	23320	8	-	BP ↑, BI ↓, HA ↓

S459



LV: 3

BP: 5760

AMMO: 15/180

ACQUIRE: HARD EP1; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

STATS

W-POW/B-POW	38	Liberation Gauge Fill:	A
B-IMPACT	A	Long-Range Control:	A
HANDLING	S	Stagger:	B
RANGE	C		

DESCRIPTION

The next three handguns have great long-range control with improved range over previous pistols. They start out with 15 bullets per magazine, but can be improved to 25.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	NSZ239-MA1	1290	3	-	Ammo +10, Ammo Reserves +70
Magazine	NSZ239-MA2	3880	4	-	Ammo +25, Ammo Reserves +170
Grip	VSZ239-GR1	430	3	-	HA ↑
Grip	VSZ239-GR2	1290	4	-	HA ↑
Bullets	5PV I SZ239	1080	3	-	BP ↑
Bullets	5PV II SZ239	3240	4	-	BP ↑
Bullets	6PV SZ239	5400	5	-	BP ↑
Bullets	WS SZ239	6480	4	Hard Ep2, Ch3, Swiftly breach the orb nest	BP ↓, BI ↓, HA ↓, bullets per shot +3
Bullets	WS2 SZ239	10800	5	-	BP ↓, BI ↓, HA ↓, bullets per shot +3

S449



LV: 4

BP: 5400

AMMO: 15/180

ACQUIRE: DEADLY EP1; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

STATS

W-POW/B-POW	48	Liberation Gauge Fill:	A
B-IMPACT	A	Long-Range Control:	A
HANDLING	S	Stagger:	B
RANGE	C		

DESCRIPTION

This handgun is an improved version of the S459, so it has great long-range control. As with the S459, you will have the option to use higher power bullets or customize the gun to fire 3 bullets per shot. The latter reduces power, impact, and handling.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	NSZ229-MA1	1620	4	-	Ammo +10, Ammo Reserves +70
Magazine	NSZ229-MA2	4860	5	-	Ammo +25, Ammo Reserves +170
Grip	VSZ229-GR1	540	4	-	HA ↑
Grip	VSZ229-GR2	1620	5	-	HA ↑
Bullets	5PV I SZ229	1350	4	-	BP ↑
Bullets	5PV II SZ229	4050	5	-	BP ↑
Bullets	6PV SZ229	6750	6	-	BP ↑
Bullets	WS SZ229	8100	6	Deadly Ep2, Ch2, Preserve Overdive ability	BP ↓, BI ↓, HA ↓, bullets per shot +3
Bullets	WS2 SZ229	13500	7	-	BP ↓, BI ↓, HA ↓, bullets per shot +3

S440SAO



LV: 5

BP: 7200

AMMO: 15/180

ACQUIRE: INSANE EP1; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

STATS

W-POW/B-POW	72	Liberation Gauge Fill:	A
B-IMPACT	A	Long-Range Control:	A
HANDLING	S	Stagger:	A
RANGE	C		

DESCRIPTION

This pistol has the same long-range control with even greater power. High impact and stagger helps Aya get the advantage against the Twisted.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	NSZ220-MA1	2160	5	-	Ammo +10, Ammo Reserves +70
Magazine	NSZ220-MA2	6480	6	-	Ammo +25, Ammo Reserves +170
Magazine	NSZ220-MA3	10800	7	-	Ammo +35, Ammo Reserves +220
Grip	VSZ220-GR1	720	5	-	HA ↑
Grip	VSZ220-GR2	2160	6	-	HA ↑
Bullets	V5 SZ220	1800	5	-	BP ↑
Bullets	V5S SZ220	5400	6	-	BP ↑, BI ↓
Bullets	V5S SZ220	9000	7	-	BP ↑, BI ↓
Bullets	W45 SZ220	5760	8	Insane Ep1, Ch1, Destroy all Slackers	BP ↓, BI ↑
Bullets	W46 SZ220	11520	8	-	BI ↑
Bullets	W47 SZ220	17280	9	-	BI ↑, BI ↓

T05 7.6CM



LV: -

BP: 1800

AMMO: 6/15

ACQUIRE: EASY-HARD EPO; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 2

► STATS

W-POW/B-POW	144	Liberation Gauge Fill:	B
B-IMPACT	D	Long-Range Control:	A
HANDLING	A	Stagger:	D
RANGE	C		

► DESCRIPTION

The three revolvers offer much higher power than the normal handguns, but with a reserve of only 15 bullets and no room for improvement. The impact is low on these guns, but you can unlock ammo upgrades that will fill Aya's Liberation gauge much faster.

► CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Grip	VMP10-GR1	180	1	-	HA ↑
Grip	VMP10-GR2	540	2	-	HA ↑
Bullets	GT-5 MP10	810	2	-	BP ↑, BI ↓, HA ↓
Bullets	GT6AP MP10	2430	3	-	BP ↑, BI ↓, HA ↓
Bullets	HH MP10	4320	2	Easy-Hard Ep2, Ch2, Swift return from inside Babel	BP ↓, BI ↑, LG ↑
Bullets	HH2 MP10	8640	3	-	BP ↓, LG ↑
Bullets	HH3 MP10	12960	4	-	BP ↓, BI ↑, LG ↑

T343 10.2CM



LV: 3

BP: 7920

AMMO: 6/15

ACQUIRE: HARD EP5; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

► STATS

W-POW/B-POW	302	Liberation Gauge Fill:	B
B-IMPACT	D	Long-Range Control:	A
HANDLING	A	Stagger:	B
RANGE	C		

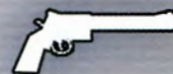
► DESCRIPTION

This revolver's stats are very similar to the T05 7.6cm, but with more than double the attack power. The attack power can even go higher if you decide to not improve its impact.

► CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Grip	V686S-GR1	500	3	-	HA ↑
Grip	V686S-GR2	1510	4	-	HA ↑
Bullets	357 I V686S	2260	4	-	BP ↑, BI ↓, HA ↓
Bullets	357 II V686S	6800	5	-	BP ↑, BI ↓, HA ↓
Bullets	HH 686S	12090	4	Deadly Ep1, Ch3, Rescue civilian from Reaper	BP ↓, BI ↑, LG ↑
Bullets	HH2 686S	24190	5	-	BP ↓, BI ↑, LG ↑
Bullets	HH3 686S	36280	6	-	BP ↓, BI ↑, LG ↑

T250 21.3CM



LV: 6

BP: 11520

AMMO: 5/15

ACQUIRE: INSANE EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 9

STATS

W-POW/B-POW	1066	Liberation Gauge Fill:	B
B-IMPACT	D	Long-Range Control:	A
HANDLING	B	Stagger:	A
RANGE	C		

DESCRIPTION

The handling goes down with this revolver, but the power will blow away its intended target. Great to bring along against tougher Twisted, but remember you only get 15 shots before you need an Ammo Recharge.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Grip	VH500-GR1	860	6	-	HA ↑
Grip	VH500-GR2	2590	7	-	HA ↑
Bullets	500H I H500	3880	7	-	BP ↑, BI ↓, HA ↓
Bullets	500H II H500	11660	8	-	BP ↑, BI ↓, HA ↓
Bullets	HH H500	20730	7	Insane, Ep5, Ch3, Sustain reinforcements	BP ↓, BI ↑, LG ↑
Bullets	HH2 H500	41470	8	-	BP ↓, BI ↑, LG ↑
Bullets	HH3 H500	62200	9	-	BP ↓, BI ↑, LG ↑

ASSAULT RIFLES

ASR18B3 C.



LV: -

BP: -

AMMO: 24/180

ACQUIRE: STARTER WEAPON

STATS

W-POW/B-POW	20	Liberation Gauge Fill:	C
B-IMPACT	C	Long-Range Control:	C
HANDLING	A	Stagger:	D
RANGE	B		

DESCRIPTION

This is the standard assault rifle. The power is weak, but its rate of fire makes up for it. Improve its magazine or you will find yourself running out quite often. Aya starts out with this assault rifle, but don't worry, you will find a better one soon enough.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VCR15-BL1	500	1	-	HA ↑, RA ↑, LR ↑
Barrel	VCR15-BL2	1500	2	-	HA ↑, RA ↑, LR ↑
Magazine	NCR15-MA1	1000	1	-	Ammo +6, Ammo Reserves +60, WP ↑, BP ↑, BI ↓
Magazine	NCR15-MA2	3000	2	-	Ammo +16, Ammo Reserves +140, WP ↑, BP ↑, BI ↓
Magazine	NCR15-MC1	600	1	-	Ammo Reserves +180
Magazine	NCR15-MC2	1800	2	-	Ammo Reserves +360
Stock	VCR15-ST1	400	1	-	HA ↑ ↑
Stock	VCR15-ST2	1200	2	-	HA ↑
Bullets	223R CR15	600	1	-	BP ↑, BI ↓, HA ↓
Bullets	223R2 CR15	1800	1	-	BP ↑, BI ↓, HA ↓
Bullets	223R3 CR15	3000	2	-	BP ↑, BI ↓, HA ↓
Bullets	KDDO CR15	800	1	-	BP ↓, BI ↑
Bullets	KDDO2 CR15	2400	1	-	BI ↑
Bullets	FB CR15	4000	2	Easy-Hard Ep1, Ch3, Swift retreat from first Reaper	BP ↑, BI ↓, HA ↓
Bullets	FB2 CR15	6000	3	-	BP ↑, BI ↓, HA ↓

D6B2



LV: 2

BP: 4400

AMMO: 30/180

ACQUIRE: EASY-HARD EP5; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 2

STATS

W-POW/B-POW	28	Liberation Gauge Fill:	C
B-IMPACT	C	Long-Range Control:	C
HANDLING	A	Stagger:	D
RANGE	B		

DESCRIPTION

This automatic weapon improves slightly on the previous one, but you won't find it until you reach Episode 5. By that time, you may have already found one you like better.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VMf-BL1	700	2	-	HA ↑, RA ↑, LR ↑
Barrel	VMf-BL2	2100	3	-	HA ↑, RA ↑, LR ↑
Magazine	NMf-MA1	1400	2	-	Ammo +5, Ammo Reserves +60, WP ↑, BP ↑, BI ↑
Magazine	NMf-MA2	4200	3	-	Ammo +10, Ammo Reserves +140, WP ↑, BP ↑, BI ↓
Magazine	NMf-MA3	8400	4	Hard Ep1, Ch1, Destroy all Wads	Ammo +30, Ammo Reserves +300, WP ↑, BP ↑, BI ↓
Magazine	NMf-MC1	840	2	-	Ammo Reserves +270
Magazine	NMf-MC2	2520	3	-	Ammo Reserves +540
Stock	VMf-ST1	560	2	-	HA ↑
Stock	VMf-ST2	1680	3	-	HA ↑
Bullets	5.56 I Mf	840	2	-	BP ↑, BI ↓, HA ↓
Bullets	5.56 II Mf	2520	3	-	BP ↑, BI ↓, HA ↓
Bullets	5.56 III Mf	4200	4	-	BP ↑, BI ↓, HA ↓
Bullets	KDDO Mf	1120	2	-	BP ↓, BI ↑
Bullets	KDDO2 Mf	3360	3	-	BI ↑

D6B2 SPCACS



LV: 4

BP: 11200

AMMO: 30/180

ACQUIRE: HARD EP5; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 11

STATS

W-POW/B-POW	48	Liberation Gauge Fill:	C
B-IMPACT	C	Long-Range Control:	C
HANDLING	A	Stagger:	C
RANGE	B		

DESCRIPTION

The D6B2 SPCACS improves on power by quite a bit. Improve the magazine to give it a huge ammo reserve.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VMfS-BL1	1600	4	-	HA ↑, RA ↑, LR ↑
Barrel	VMfS-BL2	4800	5	-	HA ↑, RA ↑, LR ↑
Magazine	NMfS-MA1	3200	4	-	Ammo +5, Ammo Reserves +60, WP ↑, BP ↑, BI ↑
Magazine	NMfS-MA2	9600	5	-	Ammo +10, Ammo Reserves +140, WP ↑, BP ↑, BI ↓
Magazine	TMfS-MC1	1920	4	-	Ammo Reserves +270
Magazine	TMfS-MC2	1920	5	-	Ammo Reserves +540
Stock	VMfS-ST1	1280	4	-	HA ↑
Stock	VMfS-ST2	3840	5	-	HA ↑
Bullets	5.56 I MfS	1920	4	-	BP ↑, BI ↓, HA ↓
Bullets	5.56 II MfS	5760	5	-	BP ↑, BI ↓, HA ↓
Bullets	5.56 III MfS	9600	6	-	BP ↑, BI ↓, HA ↓
Bullets	N-3 MfS	2560	4	-	BP ↓, BI ↑
Bullets	N-4 MfS	7680	5	-	BI ↑
Bullets	FB MfS	12800	5	Deadly Ep1, Ch2, Secure platform	BP ↑, BI ↓, HA ↓
Bullets	FB2 MfS	19200	6	-	BP ↑, BI ↓, HA ↓

AC-54



LV: -

BP: 3200

AMMO: 20/140

ACQUIRE: EASY-HARD EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

STATS

W-POW/B-POW	28	Liberation Gauge Fill:	C
B-IMPACT	D	Long-Range Control:	D
HANDLING	B	Stagger:	D
RANGE	B		

DESCRIPTION

The AC-54 is capable of good power, but the accuracy suffers a bit. Improve its handling with a new barrel.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VRK47-BL1	600	1	-	HA ↑, RA ↑, LR ↑
Barrel	VRK47-BL2	1800	2	-	HA ↑, RA ↑, LR ↑
Magazine	NRK47-MA1	1200	1	-	Ammo +10, Ammo Reserves +140, WP ↑, BP ↑, BI ↓
Magazine	NRK47-MA2	3600	2	-	Ammo +20, Ammo Reserves +210, WP ↑, BP ↑, BI ↓
Magazine	TRK47-MC1	1440	2	Easy-Hard Ep4, Ch1, Secure barricade	Ammo Reserves +420
Magazine	TRK47-MC2	2880	3	-	Ammo Reserves +560
Stock	VRK47-ST1	480	1	-	HA ↑
Stock	VRK47-ST2	1440	2	-	HA ↑
Bullets	7.62 RK47	720	1	-	BP ↑, HA ↓
Bullets	7.62R RK47	2160	2	-	BP ↑, HA ↓
Bullets	TR2 RK47	4800	2	-	BP ↑, BI ↓, HA ↓
Bullets	TR4 RK47	7200	3	-	BP ↑, BI ↓, HA ↓
Bullets	TR6 RK47	9600	4	-	BP ↑, BI ↓, HA ↓

AC-89



LV: 3

BP: 8800

AMMO: 30/140

ACQUIRE: HARD EP4; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 3

STATS

W-POW/B-POW	50	Liberation Gauge Fill:	C
B-IMPACT	D	Long-Range Control:	D
HANDLING	B	Stagger:	D
RANGE	B		

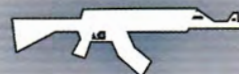
DESCRIPTION

This automatic gun is an improved AC-54 with greater power and higher magazine capacity. Again, install a new barrel for better handling.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VRK101-BL1	1400	3	-	HA ↑, RA ↑, LR ↑
Barrel	VRK101-BL2	4200	4	-	HA ↑, RA ↑, LR ↑
Magazine	NRK101-MA1	2800	3	-	Ammo +10, Ammo Reserves +140, WP ↑, BP ↑, BI ↓
Magazine	NRK101-MA2	8400	4	-	Ammo +20, Ammo Reserves +210, WP ↑, BP ↑, BI ↓
Magazine	NRK101-MA3	14000	5	-	Ammo +30, Ammo Reserves +280, WP ↑, BP ↑, BI ↓
Stock	VRK101-ST1	1120	3	-	HA ↑
Stock	VRK101-ST2	3360	4	-	HA ↑
Bullets	5.56 RK101	1680	3	-	BP ↑, BI ↓, HA ↓
Bullets	5.56R RK101	5040	4	-	BP ↑, BI ↓, HA ↓
Bullets	TR10 RK101	11200	4	-	BP ↑, BI ↓, HA ↓
Bullets	TR11 RK101	16800	5	-	BP ↑, BI ↓, HA ↓
Bullets	TR12 RK101	22400	6	-	BP ↑, BI ↓, HA ↓
Bullets	BC RK101	23520	5	Hard Ep5, Ch3, Destroy all Beans	BP ↑, BI ↓, HA ↓
Bullets	BC2 RK101	30240	6	-	BP ↑, BI ↓, HA ↓

AC SPCACS



LV: 5

BP: 9600

AMMO: 30/140

ACQUIRE: DEADLY EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

STATS

W-POW/B-POW	63	Liberation Gauge Fill:	C
B-IMPACT	D	Long-Range Control:	D
HANDLING	B	Stagger:	C
RANGE	B		

DESCRIPTION

The AC SPCACS has great power for an automatic rifle with the possibility of even higher power by purchasing better bullets. Change out its barrel to improve the accuracy and range.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VRKS-BL1	1800	5	-	HA ↑, RA ↑, LR ↑
Barrel	VRKS-BL2	5400	6	-	HA ↑, RA ↑, LR ↑
Magazine	NRKS-MA1	3600	5	-	Ammo +10, Ammo Reserves +140, WP ↑, BP ↑, BI ↓
Magazine	NRKS-MA2	10800	6	-	Ammo +20, Ammo Reserves +210, WP ↑, BP ↑
Magazine	NRKS-MA3	18000	7	-	Ammo +30, Ammo Reserves +380, WP ↑, BP ↑, BI ↓
Stock	VRKS-ST1	1440	5	-	HA ↑
Stock	VRKS-ST2	4320	6	-	HA ↑
Bullets	7.62 TFG	2160	5	-	BP ↑, BI ↓, HA ↓
Bullets	7.62R TFG	6480	6	-	BP ↑, BI ↓, HA ↓
Bullets	QA20 RKS	14400	6	-	BP ↑, BI ↓, HA ↓
Bullets	QA21 RKS	21600	7	-	BP ↑, BI ↓, HA ↓
Bullets	QA23 RKS	28800	8	-	BP ↑, BI ↓, HA ↓
Bullets	BC RKS	30240	8	Deadly Ep5, Ch3, Sustain reinforcements	BP ↑, BI ↓, HA ↓
Bullets	BC2 RKS	38880	9	-	BP ↑, HA ↓

YS228 SWAT



LV: -

BP: 2000

AMMO: 30/200

ACQUIRE: EASY-HARD EP1; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6

STATS

W-POW/B-POW	16	Liberation Gauge Fill:	C
B-IMPACT	B	Long-Range Control:	A
HANDLING	A	Stagger:	D
RANGE	B		

DESCRIPTION

Great long-range control make the YS228 SWAT great for picking off Twisted from a longer distance. The lower power makes it a poor choice for closer range. The 223N3 S556 bullets greatly improve impact and the chance for Overdive Kills.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VS556-BL1	500	1	-	HA ↑, RA ↑, LR ↑
Barrel	VS556-BL2	1500	2	-	HA ↑, RA ↑, LR ↑
Magazine	NS556-MA1	1000	1	-	Ammo +5, Ammo Reserves +200, WP ↑, BP ↑, BI ↑
Magazine	NS556-MA2	3000	2	-	Ammo +10, Ammo Reserves +300, WP ↑, BP ↑, BI ↑
Magazine	TS556-MC1	2400	2	Easy-Hard Ep2, Ch2, Use satellite cannon	Ammo Reserves +500
Magazine	TS556-MC2	3600	3	-	Ammo Reserves +700
Stock	VS556-ST1	400	1	-	HA ↑
Stock	VS556-ST2	1200	2	-	HA ↑
Bullets	223R S556	600	1	-	BP ↑, BI ↓, HA ↓
Bullets	223R2 S556	1800	1	-	BP ↑, BI ↑, HA ↓
Bullets	223N S556	800	1	-	BP ↓, BI ↑
Bullets	223N2 S556	2400	1	-	BI ↑
Bullets	223N3 S556	4000	2	-	BP ↑, BI ↑

YS226



LV: 3

BP: 6400

AMMO: 30/200

ACQUIRE: HARD E3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 4



STATS

W-POW/B-POW	28	Liberation Gauge Fill:	C
B-IMPACT	B	Long-Range Control:	A
HANDLING	A	Stagger:	C
RANGE	B		

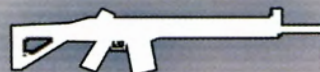
DESCRIPTION

The YS226 improves on the YS228 SWAT in power and its ability to stagger the enemy, but just slightly. Improve the bullets to give it good impact, thus a higher chance of Overdive Kills. The long-range control is again very good.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VS552-BL1	1200	3	-	HA ↑, RA ↑, LR ↑
Barrel	VS552-BL2	3600	4	-	HA ↑, RA ↑, LR ↑
Barrel	VS552-PB1	9600	4	Hard Ep3, Ch2, Destroy all Orbs	WP ↑, BP ↑, BI ↓, HA ↑, RA ↑, LR ↑
Barrel	VS552-PB2	14400	5	-	WP ↑, BP ↑, BI ↓, HA ↑, RA ↑, LR ↑
Magazine	NS552-MA1	2400	3	-	Ammo +5, Ammo Reserves +200, WP ↑, BP ↑, BI ↓
Magazine	NS552-MA2	7200	4	-	Ammo +10, Ammo Reserves +300, WP ↑, BP ↑, BI ↓
Stock	VS552-ST1	960	3	-	HA ↑
Stock	VS552-ST2	2880	4	-	HA ↑
Bullets	5.56 I S552	1440	3	-	BP ↑, BI ↓, HA ↓
Bullets	5.56 II S552	4320	4	-	BP ↑, BI ↓, HA ↓
Bullets	5.56N S552	1920	3	-	BP ↓, BI ↑
Bullets	5.56S S552	5760	4	-	BI ↑
Bullets	5.56W S552	9600	5	-	BP ↑, BI ↑

YS225



LV: 4

BP: 6000

AMMO: 30/200

ACQUIRE: DEADLY EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 3



STATS

W-POW/B-POW	36	Liberation Gauge Fill:	C
B-IMPACT	B	Long-Range Control:	A
HANDLING	A	Stagger:	C
RANGE	B		

DESCRIPTION

This is a slight improvement on the YS226 in power. The good long-range control can be combined with an improved barrel to make this an effective weapon from longer distances. In some situations, an assault rifle with good range can be a good replacement for a sniper rifle.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VS550-BL1	1500	4	-	HA ↑, RA ↑, LR ↑
Barrel	VS550-BL2	4500	5	-	HA ↑, RA ↑, LR ↑
Barrel	VS550-IB1	12000	5	Deadly Ep4, Ch2, Secure air supremacy	BI ↑, HA ↑, RA ↑, LR ↑
Barrel	VS550-IB2	18000	6	-	BI ↑, HA ↑, RA ↑, LR ↑
Magazine	NS550-MA1	3000	4	-	Ammo +5, Ammo Reserves +200, WP ↑, BP ↑, BI ↑
Magazine	NS550-MA2	9000	5	-	Ammo +10, Ammo Reserves +300, WP ↑, BP ↑, BI ↓
Stock	VS550-ST1	1200	4	-	HA ↑
Stock	VS550-ST2	3600	5	-	HA ↑
Bullets	GZ90 S550	1800	4	-	BP ↑, BI ↓, HA ↓
Bullets	GP91 S550	5400	5	-	BP ↑, BI ↑, HA ↓
Bullets	56GN I S550	2400	4	-	BP ↓, BI ↑
Bullets	56GN II S550	7200	5	-	BI ↑
Bullets	56GP S550	12000	6	-	BP ↑, BI ↑

KMC



LV: 5

BP: 13200

AMMO: 20/180

ACQUIRE: DEADLY EP4; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 4

STATS

W-POW/B-POW	62	Liberation Gauge Fill:	B
B-IMPACT	C	Long-Range Control:	C
HANDLING	A	Stagger:	C
RANGE	B		

DESCRIPTION

The KMC has great power and will fill the Liberation gauge faster than most other assault rifles. It doesn't have great long-range control, but that can be improved with a new barrel. Upgrading the magazine alone provides better ammo reserves, but choosing the upgrades that improve both magazine capacity and power may be the better choice.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VFNHC-BL1	2100	5	-	HA ↑, RA ↑, LR ↑
Barrel	VFNHC-BL2	6300	6	-	HA ↑, RA ↑, LR ↑
Magazine	NFNHC-MA1	4200	5	-	Ammo +15, Ammo Reserves +60, WP ↑, BP ↑, BI ↓
Magazine	NFNHC-MA2	12600	6	-	Ammo +20, Ammo Reserves +140, WP ↑, BP ↑, BI ↓
Magazine	TFNHC-MC1	2520	5	-	Ammo Reserves +270
Magazine	TFNHC-MC2	7560	6	-	Ammo Reserves +540
Stock	VFNHC-ST1	1680	5	-	HA ↑
Stock	VFNHC-ST2	5040	6	-	HA ↑
Bullets	5.56 I FNHC	2520	5	-	BP ↑, BI ↓, HA ↓
Bullets	5.56 II FNHC	7560	6	-	BP ↑, BI ↓, HA ↓
Bullets	5.56V FNHC	12600	7	-	BP ↑, BI ↓, HA ↓
Bullets	5.56N FNHC	3360	5	-	BP ↓, BI ↑
Bullets	5.56M FNHC	10080	6	-	BI ↑
Bullets	TB-1 FNHC	18480	7	Insane Ep5, Ch1, Conserve ammo	BP ↑, BI ↓, HA ↓
Bullets	TB-2 FNHC	27720	8	-	BP ↑, BI ↑, HA ↓
Bullets	TB-3 FNHC	36960	9	-	BP ↑, BI ↓, HA ↓

WELT-LITE



LV: 5

BP: 8000

AMMO: 20/200

ACQUIRE: INSANE EP1; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6

STATS

W-POW/B-POW	54	Liberation Gauge Fill:	B
B-IMPACT	B	Long-Range Control:	A
HANDLING	A	Stagger:	B
RANGE	B		

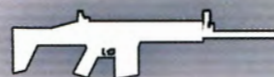
DESCRIPTION

Good impact makes for easy Overdive Kills. The impact can be improved even more with new bullets. It also fills the Liberation gauge faster than most other assault rifles.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VMK16-BL1	2000	5	-	HA ↑, RA ↑, LR ↑
Barrel	VMK16-BL2	6000	6	-	HA ↑, RA ↑, LR ↑
Barrel	VMK16-IB1	16000	7	Insane Ep5, Ch2, No allies turned into Twisted	BI ↑, HA ↑, RA ↑, LR ↑
Barrel	VMK16-IB2	24000	9	-	BI ↑, HA ↑, RA ↑, LR ↑
Magazine	NMK16-MA1	4000	5	-	Ammo +10, Ammo Reserves +200, WP ↑, BP ↑, BI ↓
Magazine	NMK16-MA2	12000	6	-	Ammo +20, Ammo Reserves +300, WP ↑, BP ↑, BI ↑
Magazine	NMK16-MA3	20000	7	-	Ammo +30, Ammo Reserves +400, WP ↑, BP ↑, BI ↓
Magazine	TMK16-MC1	9600	5	-	Ammo Reserves +600
Stock	VMK16-ST1	1600	5	-	HA ↑
Stock	VMK16-ST2	4800	6	-	HA ↑
Bullets	5.56 I MK16	2400	5	-	BP ↑, BI ↓, HA ↓
Bullets	5.56 II MK16	7200	6	-	BP ↑, BI ↓, HA ↓
Bullets	NQ12 MK16	3200	5	-	BP ↓, BI ↑
Bullets	NQ121 MK16	9600	6	-	BI ↑
Bullets	NQ123 MK16	16000	7	-	BP ↑, BI ↑

WELT-HVY



LV: 5

BP: 8000

AMMO: 20/140

ACQUIRE: INSANE EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 3



STATS

W-POW/B-POW	81	Liberation Gauge Fill:	B
B-IMPACT	D	Long-Range Control:	D
HANDLING	B	Stagger:	C
RANGE	B		

DESCRIPTION

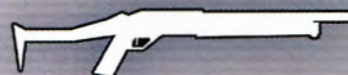
The WELT-Hvy fills the Liberation Gauge fairly quickly, but the low impact means less Overdive Kills. It does have the greatest power of the assault rifles and can be improved even more with the right barrel and bullets.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	VMK17-BL1	2000	5	-	HA ↑, RA ↑, LR ↑
Barrel	VMK17-BL2	6000	6	-	HA ↑, RA ↑, LR ↑
Barrel	VMK17-PB1	16000	7	Insane Ep5, Ch4, Reinforcements survived	WP ↑, BP ↑, HA ↑, RA ↑, LR ↑
Barrel	VMK17-PB2	24000	9	-	WP ↑, BP ↑, HA ↑, RA ↑, LR ↑
Magazine	NMK17-MA1	12000	6	-	Ammo +10, Ammo Reserves +210, WP ↑, BP ↑
Magazine	NMK17-MA2	20000	7	-	Ammo +20, Ammo Reserves +280, WP ↑, BP ↑
Magazine	TMK17-MC1	2400	5	-	Ammo Reserves +420
Magazine	TMK17-MC2	7200	6	-	Ammo Reserves +700
Stock	VMK17-ST1	1600	5	-	HA ↑
Stock	VMK17-ST2	4800	6	-	HA ↑
Bullets	7.62 I MK17	2400	5	-	BP ↑, HA ↓
Bullets	7.62 II MK17	7200	6	-	BP ↑, HA ↓
Bullets	TG1 MK17	16000	6	-	BP ↑, BI ↓, HA ↓
Bullets	TG2 MK17	24000	7	-	BP ↑, BI ↓, HA ↓
Bullets	TG3 MK17	32000	8	-	BP ↑, BI ↓, HA ↓

SHOTGUNS

H2200A



LV: -

BP: 3000

AMMO: 3/9

ACQUIRE: EASY-HARD EP1; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6



STATS

W-POW/B-POW	400	Liberation Gauge Fill:	A
B-IMPACT	A	Long-Range Control:	D
HANDLING	B	Stagger:	C
RANGE	D		

DESCRIPTION

Shotguns have great power but poor range making them a great choice for short-range combat. They fill the Liberation gauge quickly and have high impact, which makes for more Overdive Kills.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	AH1104-LB1	1050	1	-	HA ↑, RA ↑, LR ↑
Barrel	AH1104-LB2	3150	2	-	HA ↑, RA ↑, LR ↑
Barrel	VR1100-SB1	1050	1	-	HA ↓
Barrel	VR1100-SB2	3150	2	-	HA ↓
Magazine	AH1104-MA1	5400	2	Easy-Hard Ep1, Ch3, Rescue civilian from Reaper	Ammo +1, Ammo Reserves +3
Magazine	AH1104-MA2	9000	4	-	Ammo +2, Ammo Reserves +6
Magazine	TR1100-MC1	1350	1	-	Ammo Reserves +3
Magazine	TR1100-MC2	4050	2	-	Ammo Reserves +5
Magazine	TR1100-MC3	6750	3	-	Ammo Reserves +7
Bullets	12M1 R1100	900	1	-	BP ↑, BI ↑
Bullets	12M2 R1100	2700	1	-	BP ↑, BI ↑
Bullets	12M3 R1100	4500	2	-	BP ↑, BI ↑

Basics

Characters

Weapons

Gear

Episode 0

Episode 1

Episode 2

Episode 3

Episode 4

Episode 5

Episode 6

Walkthrough

Facts

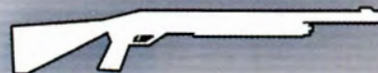
Energy Chips

The Twisted

Case Files

Secrets

H22-88A



LV: 2

BP: 6600

AMMO: 3/9

ACQUIRE: EASY OR NORMAL EP5; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 4

STATS

W-POW/B-POW	560	Liberation Gauge Fill:	A
B-IMPACT	A	Long-Range Control:	D
HANDLING	B	Stagger:	C
RANGE	D		

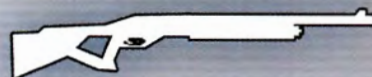
DESCRIPTION

This shotgun is an improved version of the H2200A. Shotguns in general do not hold many bullets, so the magazine is a great part to start with when customizing.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NR1196-LB1	1470	2	-	HA ↑, RA ↑, LR ↑
Barrel	NR1196-LB2	4410	3	-	HA ↑, RA ↑, LR ↑
Barrel	VR1196-SB1	1470	2	-	HA ↓
Barrel	VR1196-SB2	4410	3	-	HA ↓
Magazine	NR1196-MA1	7560	3	Hard Ep1, Ch3, Escape from Reapers unharmed	Ammo +1, Ammo Reserves +3
Magazine	NR1196-MA2	12600	5	-	Ammo +2, Ammo Reserves +6
Magazine	TR1234-MC1	1890	2	-	Ammo Reserves +3
Magazine	TR1234-MC2	5670	3	-	Ammo Reserves +5
Magazine	TR1234-MC3	9450	4	-	Ammo Reserves +7
Bullets	12M1 R1196	1260	2	-	BP ↑
Bullets	12M2 R1196	3780	3	-	BP ↑
Bullets	12M3 R1196	6300	4	-	BP ↑

AH20



LV: 4

BP: 9000

AMMO: 3/9

ACQUIRE: DEADLY EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 4

STATS

W-POW/B-POW	896	Liberation Gauge Fill:	A
B-IMPACT	A	Long-Range Control:	D
HANDLING	B	Stagger:	B
RANGE	D		

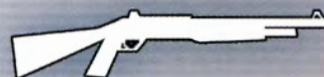
DESCRIPTION

This shotgun really packs a punch, but is only effective at close-range. The low ammo count makes improving the magazine a must.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NRSP10-LB1	3150	4	-	HA ↑, RA ↑, LR ↑
Barrel	NRSP10-LB2	9450	5	-	HA ↑, RA ↑, LR ↑
Barrel	VRSP10-SB1	3150	4	-	HA ↓
Barrel	VRSP10-SB2	9450	5	-	HA ↓
Magazine	NRSP10-MA1	16200	5	Deadly Ep3, Ch2, No soldiers taken by Snatchers	Ammo +1, Ammo Reserves +3
Magazine	NRSP10-MA2	27000	7	-	Ammo +2, Ammo Reserves +6
Magazine	TRSP10-MC1	4050	4	-	Ammo Reserves +3
Magazine	TRSP10-MC2	12150	5	-	Ammo Reserves +5
Magazine	TRSP10-MC3	20250	6	-	Ammo Reserves +7
Bullets	10M1 RSP10	2700	4	-	BP ↑, BI ↓
Bullets	10M2 RSP10	8100	5	-	BP ↑, BI ↑
Bullets	10M3 RSP10	13500	6	-	BP ↑

GR6-TACTIC



LV: -

BP: 3000

AMMO: 4/12

ACQUIRE: EASY-HARD EP4; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 2

STATS

W-POW/B-POW	288	Liberation Gauge Fill:	A
B-IMPACT	S	Long-Range Control:	B
HANDLING	B	Stagger:	C
RANGE	D		

DESCRIPTION

Impact is where this shotgun really shines. That combined with a quick Liberation Gauge fill rate makes for more opportunities to use Overdive Kill. Improve its ammo reserves so that you can have this ready at any time.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NM102T-LB1	1050	1	-	HA ↑, RA ↑, LR ↑
Barrel	NM102T-LB2	3150	2	-	HA ↑, RA ↑, LR ↑
Barrel	VM102T-SB1	1050	1	-	HA ↓
Magazine	TM102T-MC1	1350	1	-	Ammo Reserves +2
Magazine	TM102T-MC2	4050	2	-	Ammo Reserves +4
Magazine	TM102T-MC3	6750	3	-	Ammo Reserves +8
Magazine	NM102T-MA1	5400	2	Easy-Hard Ep5, Ch1, Sustain reinforcements	Ammo +1, Ammo Reserves +3
Magazine	NM102T-MA2	9000	4	-	Ammo +2, Ammo Reserves +6
Bullets	PG10 M102T	900	1	-	BP ↑, BI ↑
Bullets	PG11 M102T	2700	1	-	BP ↑, BI ↑
Bullets	IPN10 M102T	1200	1	-	BP ↓, BI ↑
Bullets	IPN11 M102T	3600	1	-	BI ↑
Bullets	IPN12 M102T	6000	2	-	BP ↑, BI ↑

GR7-TACTIC



LV: 3

BP: 13200

AMMO: 4/12

ACQUIRE: HARD EP5; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 4

STATS

W-POW/B-POW	624	Liberation Gauge Fill:	A
B-IMPACT	S	Long-Range Control:	B
HANDLING	B	Stagger:	B
RANGE	D		

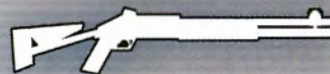
DESCRIPTION

This shotgun has double the power of the Gr6-Tactic, giving it a higher chance of staggering an enemy. This is an even better option for taking out Twisted with Overdive Kills.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NM103T-LB1	2940	3	-	HA ↑, RA ↑, LR ↑
Barrel	NM103T-LB2	8820	3	-	HA ↑, RA ↑, LR ↑
Barrel	VM103T-SB1	2940	4	-	HA ↓
Magazine	TM103T-MC1	3780	3	-	Ammo +2
Magazine	TM103T-MC2	11340	4	-	Ammo +4
Magazine	TM103T-MC3	18900	5	-	Ammo +8
Magazine	NM103T-MA1	15120	4	Deadly Ep1, Ch1, Destroy all Wads	Ammo +1, Ammo Reserves +3
Magazine	NM103T-MA2	25200	6	-	Ammo +2, Ammo Reserves +6
Bullets	PG10 M103T	2520	4	-	BP ↑, BI ↑
Bullets	PG11 M103T	7560	5	-	BP ↑, BI ↑
Bullets	IPN10 M103T	3360	4	-	BP ↓, BI ↑
Bullets	IPN11 M103T	10080	5	-	BI ↑
Bullets	IPN12 M103T	16800	6	-	BP ↑, BI ↑

GR8-TACTIC



LV: 5

BP: 14400

AMMO: 4/12

ACQUIRE: DEADLY EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 10

STATS

W-POW/B-POW	800
B-IMPACT	S
HANDLING	B
RANGE	D

Liberation Gauge Fill:	A
Long-Range Control:	B
Stagger:	B

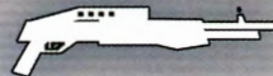
DESCRIPTION

This is an improved Gr7-Tactic with even greater attack power. This is the best option for close combat and easy Overdive Kills.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NM1014-LB1	3780	5	-	HA ↑, RA ↑, LR ↑
Barrel	NM1014-LB2	11340	6	-	HA ↑, RA ↑, LR ↑
Barrel	VM1014-SB1	3780	5	-	HA ↓
Magazine	TM1014-MC1	4860	5	-	Ammo +2
Magazine	TM1014-MC2	14580	6	-	Ammo +4
Magazine	TM1014-MC3	24300	7	-	Ammo +8
Magazine	NM1014-MA1	19440	6	Deadly Ep5, Ch2, No backup on second Mudflap	Ammo +1, Ammo Reserves +3
Magazine	NM1014-MA2	32400	8	-	Ammo +2, Ammo Reserves +6
Bullets	PG10 M1014	3240	5	-	BP ↑, BI ↓
Bullets	PG11 M1014	9720	6	-	BP ↑, BI ↓
Bullets	IPN10 M1014	4320	5	-	BP ↓, BI ↑
Bullets	IPN11 M1014	12960	6	-	BI ↑
Bullets	IPN12 M1014	21600	7	-	BP ↑, BI ↑

SHIN24



LV: 2

BP: 6000

AMMO: 4/12

ACQUIRE: HARD EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 10

STATS

W-POW/B-POW	720
B-IMPACT	C
HANDLING	C
RANGE	D

Liberation Gauge Fill:	A
Long-Range Control:	D
Stagger:	C

DESCRIPTION

The last of the shotguns pack quite a punch with their attack power. These don't have great impact but the Liberation Gauge does fill quickly.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NFSA12-LB1	2100	2	-	HA ↑, RA ↑, LR ↑
Barrel	VFSA12-SB1	2100	2	-	HA ↓
Barrel	VFSA12-SB2	6300	3	-	HA ↓
Magazine	TFSA12-MC1	2700	2	-	Ammo +4
Magazine	TFSA12-MC2	8100	3	-	Ammo +8
Magazine	TFSA12-MC3	13500	4	-	Ammo +12
Bullets	12M1 FSA12	1800	2	-	BP ↑
Bullets	12M2 FSA12	5400	3	-	BP ↑, BI ↓
Bullets	12M3 FSA12	9000	4	-	BP ↑
Bullets	TT-1 FSA12	14400	3	Hard Ep4, Ch1, Tank team survivors unharmed	BP ↑, BI ↓, HA ↓, bullets per shot -15
Bullets	TT-2 FSA12	21600	4	-	BP ↑, BI ↓, HA ↓, bullets per shot -15
Bullets	TOR III FSA12	28800	5	-	BP ↑, BI ↓, HA ↓, bullets per shot -1

SHIN27



LV: 3 | BP: 9000 | AMMO: 4/12 | ACQUIRE: DEADLY EP1; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6

STATS

W-POW/B-POW	1072	Liberation Gauge Fill:	A
B-IMPACT	C	Long-Range Control:	D
HANDLING	C	Stagger:	B
RANGE	D		

DESCRIPTION

The SHIN27 has great attack power and Liberation Gauge speed. The power can be raised even more with new bullets. Improve its magazine so that you can fire more shots before reloading.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NFSA15-LB1	3150	3	-	HA ↑, RA ↑, LR ↑
Barrel	VFSA15-SB1	3150	3	-	HA ↓
Barrel	VFSA15-SB2	9450	4	-	HA ↓
Magazine	TFSA15-MC1	4050	3	-	Ammo +4
Magazine	TFSA15-MC2	12150	4	-	Ammo +8
Magazine	TFSA15-MC3	20250	5	-	Ammo +12
Bullets	12M1 FSA15	2700	3	-	BP ↑
Bullets	12M2 FSA15	8100	4	-	BP ↑
Bullets	12M3 FSA15	13500	5	-	BP ↑
Bullets	TT-1 FSA15	21600	4	Deadly Ep2, Ch1, Swiftly ward off Rover	BP ↑, HA ↓, bullets per shot -15
Bullets	TT-2 FSA15	32400	5	-	BP ↑, HA ↓, bullets per shot -15
Bullets	TOR III FSA15	43200	6	-	BP ↑, BI ↓, HA ↓, bullets per shot -15

SHIN27 IC



LV: 6 | BP: 19200 | AMMO: 4/12 | ACQUIRE: INSANE EP4, CH1, SWIFTLY BREACH TOWER FEAT

STATS

W-POW/B-POW	1936	Liberation Gauge Fill:	A
B-IMPACT	C	Long-Range Control:	D
HANDLING	C	Stagger:	B
RANGE	D		

DESCRIPTION

The SHIN27 IC is Cray's custom SHIN27. It's huge attack power tears apart the Twisted, but you won't see it until you play on Insane difficulty.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Barrel	NIC-LB1	5040	6	-	HA ↑, RA ↑, LR ↑
Barrel	VIC-SB1	5040	6	-	HA ↓
Barrel	VIC-SB2	15120	7	-	HA ↓
Magazine	TIC-MC1	6480	6	-	Ammo +4
Magazine	TIC-MC2	19440	7	-	Ammo +8
Magazine	TIC-MC3	32400	8	-	Ammo +12
Bullets	TT-1 IC	34560	7	-	BP ↑, HA ↓, bullets per shot -15
Bullets	TT-2 IC	51840	8	-	BP ↑, BI ↓, HA ↓, bullets per shot -15
Bullets	TOR III IC	69120	9	-	BP ↑, BI ↓, HA ↓, bullets per shot -15

SNIPER RIFLES

R3MR1



LV: -

BP: 6000

AMMO: 2/6

ACQUIRE: EASY-HARD EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 3

STATS

W-POW/B-POW	1000
B-IMPACT	-
HANDLING	C
RANGE	S

Liberation Gauge Fill:	B
Long-Range Control:	C
Stagger:	C

DESCRIPTION

Sniper Rifles give you the greatest range. Press while aiming to zoom in even more. Many of the Twisted have a weak spot that can be hit with the Sniper Rifle for massive damage.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TSPR1-SC1	1500	1	-	BI ↑, HA ↑
Scope	TSPR1-SC2	1500	1	-	BI ↑, HA ↑
Scope	NSPR1-LC1	3600	2	Easy-Hard Ep4, Ch2, Secure air supremacy	BI ↑, HA ↑, LG ↑
Barrel	TSPR1-BL1	1200	1	-	HA ↑, LR ↑
Barrel	TSPR1-BL2	3600	2	-	HA ↑, LR ↑
Magazine	VSPR1-MB1	1500	1	-	Ammo +2, WP ↑, BP ↑
Magazine	VSPR1-MB2	4500	1	-	Ammo +4, WP ↑, BP ↑
Magazine	TSPR1-MC1	2400	1	-	Ammo Reserves +2
Magazine	TSPR1-MC2	7200	1	-	Ammo Reserves +4
Magazine	TSPR1-MC3	12000	2	-	Ammo Reserves +6
Stock	TSPR1-ST1	1200	1	-	HA ↑
Stock	TSPR1-ST2	3600	2	-	HA ↑
Bullets	308X I SPR1	1800	1	-	BP ↑
Bullets	308X II SPR1	5400	1	-	BP ↑
Bullets	308Z SPR1	9000	2	-	BP ↑

PMR-1



LV: 3

BP: 19200

AMMO: 2/6

ACQUIRE: HARD EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 7

STATS

W-POW/B-POW	1800
B-IMPACT	-
HANDLING	C
RANGE	S

Liberation Gauge Fill:	B
Long-Range Control:	C
Stagger:	B

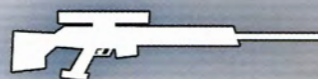
DESCRIPTION

The PMR-1 improves on the power of the R3MR1 with each shot causing big damage. Improve its magazine to increase its capacity so that you don't have to reload as often—especially since reloading interrupts your current aim.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TPSPR-SC1	3600	3	-	BI ↑, HA ↑
Scope	TPSPR-SC2	3600	3	-	BI ↑, HA ↑
Scope	NPSPR-LC1	8640	4	Hard Ep3, Ep1, Destroy all Snatchers	BI ↑, HA ↑, LG ↑
Barrel	TPSPR-BL1	2880	3	-	HA ↑, LR ↑
Barrel	TPSPR-BL2	8640	4	-	HA ↑, LR ↑
Magazine	VPSPR-MB1	3600	3	-	Ammo +2, WP ↑, BP ↑
Magazine	VPSPR-MB2	10800	4	-	Ammo +4, WP ↑, BP ↑
Magazine	TPSPR-MC1	5760	3	-	Ammo Reserves +2
Magazine	TPSPR-MC2	17280	4	-	Ammo Reserves +4
Magazine	TPSPR-MC3	28800	5	-	Ammo Reserves +6
Stock	TPSPR-ST1	2880	3	-	HA ↑
Stock	TPSPR-ST2	8640	4	-	HA ↑
Bullets	7.62 I PSPR	4320	3	-	BP ↑
Bullets	7.62 II PSPR	12960	4	-	BP ↑
Bullets	7.62T PSPR	21600	5	-	BP ↑

PMR-1 GB



LV: 6 | BP: 38400 | AMMO: 2/8 | ACQUIRE: INSANE EP2, CH1, SWIFTLY WARD OFF ROVER FEAT

STATS

W-POW/B-POW	4050	Liberation Gauge Fill:	B
B-IMPACT	-	Long-Range Control:	C
HANDLING	C	Stagger:	A
RANGE	S		

DESCRIPTION

This rifle is Gabrielle's custom PMR-1. It packs a huge punch, but you won't see it in your personal arsenal until you play on the Insane difficulty. Hit an enemy's weak spot to make quick work of the Twisted.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TGB-SC1	7200	6	-	BI ↑, HA ↑
Scope	TGB-SC2	7200	6	-	BI ↑, HA ↑
Scope	TGB-LC1	17280	8	-	BI ↑, HA ↑, LG ↑
Barrel	TGB-BL1	17280	6	-	HA ↑, LR ↑
Barrel	TGB-BL2	28800	7	-	HA ↑, LR ↑
Magazine	VGB-MB1	7200	6	-	Ammo +3, WP ↑, BP ↑
Magazine	VGB-MB2b	21600	7	-	Ammo +6, WP ↑, BP ↑
Magazine	TGB-MC1	11520	6	-	Ammo Reserves +2
Magazine	TGB-MC2	34560	7	-	Ammo Reserves +4
Stock	TGB-ST1	17280	6	-	HA ↑
Stock	TGB-ST2	28800	7	-	HA ↑
Bullets	7.62 I GB	51840	7	-	BP ↑, HA ↓
Bullets	7.62 II GB	77760	8	-	BP ↑, HA ↓
Bullets	7.62T GB	103680	9	-	BP ↑, HA ↓

AS-20 MR



LV: - | BP: 6000 | AMMO: 2/12 | ACQUIRE: EASY-HARD EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

STATS

W-POW/B-POW	600	Liberation Gauge Fill:	B
B-IMPACT	-	Long-Range Control:	B
HANDLING	C	Stagger:	C
RANGE	S		

DESCRIPTION

This sniper rifle has less firepower, but holds more ammo. Change out the bullets to add an extra bullet per shot. Use it on weak spots for big damage.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TCR10-SC1	1500	1	-	BI ↑, HA ↑
Scope	TCR10-SC2	1500	1	-	BI ↑, HA ↓
Barrel	TCR10-BL1	1200	1	-	LR ↑
Barrel	TCR10-BL2	3600	2	-	LR ↑
Magazine	TCR10-MC1	2400	1	-	Ammo Reserves +4
Magazine	TCR10-MC2	7200	1	-	Ammo Reserves +8
Magazine	TCR10-MC3	12000	2	-	Ammo Reserves +12
Stock	TCR10-ST1	1200	1	-	HA ↑
Stock	TCR10-ST2	3600	2	-	HA ↑
Bullets	308X I CR10	1800	1	-	BP ↑
Bullets	308X II CR10	5400	1	-	BP ↑
Bullets	308Z CR10	9000	2	-	BP ↑, HA ↓
Bullets	NVC CR10	10800	3	Easy-Hard Ep5, Ch2, No allies turned into Twisted	BP ↓, HA ↓, Bullets per shot +1

AS-50 RB



LV: 3

BP: 26400

AMMO: 2/12

ACQUIRE: HARD EP4; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6

STATS

W-POW/B-POW	1260	Liberation Gauge Fill:	B
B-IMPACT	-	Long-Range Control:	B
HANDLING	C	Stagger:	B
RANGE	S		

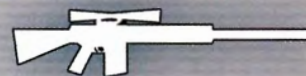
DESCRIPTION

This is an improvement on the AS-20 MR with double the attack power. If you upgrade the gun with NVM I Mk11 bullets, you will add another bullet to each slot. Buy a new magazine for more ammo reserves.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TMk11-SC1	4200	3	-	BI ↑, HA ↑
Scope	TMk11-SC2	4200	3	-	BI ↑, HA ↓
Barrel	TMk11-BL1	3360	3	-	LR ↑
Barrel	TMk11-BL2	10080	4	-	LR ↑
Magazine	TMk11-MC1	6720	3	-	Ammo Reserves +4
Magazine	TMk11-MC2	20160	4	-	Ammo Reserves +8
Magazine	TMk11-MC3	33600	5	-	Ammo Reserves +12
Stock	TMk11-ST1	3360	3	-	HA ↑
Stock	TMk11-ST2	10080	4	-	HA ↑
Bullets	7.62 I TK11	5040	3	-	BP ↑
Bullets	7.62 II TK11	15120	4	-	BP ↑
Bullets	7.62T TK11	25200	5	-	BP ↑, HA ↓
Bullets	NVM I Mk11	30240	4	Hard Ep5, Ch2, No backup on second Mudflap	BP ↓, HA ↓, bullets per shot +1
Bullets	NVM II Mk11	50400	5	-	HA ↓, bullets per shot +1

AS-R220



LV: 5

BP: 28800

AMMO: 2/14

ACQUIRE: DEADLY EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 8

STATS

W-POW/B-POW	1620	Liberation Gauge Fill:	B
B-IMPACT	-	Long-Range Control:	B
HANDLING	C	Stagger:	A
RANGE	S		

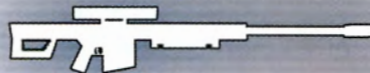
DESCRIPTION

With even greater power, this sniper rifle has a better chance of staggering the enemy. Give it more ammo with a new magazine and change out its bullet type for two bullets per shot.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TSR110-SC1	5400	5	-	BI ↑, HA ↑
Scope	TSR110-SC2	5400	5	-	BI ↑, HA ↓
Barrel	TSR110-BL1	4320	5	-	LR ↑
Barrel	TSR110-BL2	12960	6	-	LR ↑
Magazine	TSR110-MC1	8640	5	-	Ammo Reserves +4
Magazine	TSR110-MC2	25920	6	-	Ammo Reserves +8
Magazine	TSR110-MC3	43200	7	-	Ammo Reserves +12
Stock	TSR110-ST1	4320	5	-	HA ↑
Stock	TSR110-ST2	12960	6	-	HA ↑
Stock	TSR110-ST3	21600	7	-	HA ↑
Bullets	7.62 I SR110	6480	5	-	BP ↑
Bullets	7.62 II SR110	19440	6	-	BP ↑
Bullets	7.62T SR110	32400	7	-	BP ↑, HA ↓
Bullets	NVS I SR110	38880	6	Deadly Ep4, Ch1, Tank team survivors unharmed	BP ↓, HA ↓, bullets per shot +1
Bullets	NVS II SR110	64800	7	-	HA ↓, bullets per shot +1

T50B2



LV: 2

BP: 12000

AMMO: 1/4

ACQUIRE: EASY OR NORMAL EP4; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6

STATS

W-POW/B-POW	2250	Liberation Gauge Fill:	B
B-IMPACT	-	Long-Range Control:	A
HANDLING	D	Stagger:	B
RANGE	S		

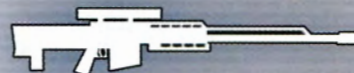
DESCRIPTION

The final three sniper rifles were designed to take on tanks, thus making them very powerful. Use them on enemies' weak spots for even more damage. They each start out with only 4 bullets in reserve, so upgrade the magazine.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TB82-SC1	3000	2	-	BI ↑, HA ↑
Barrel	TB82-BL1	2400	2	-	HA ↑, LR ↑
Barrel	TB82-BL2	7200	3	-	HA ↑, LR ↑
Magazine	TB82-MC1	4800	2	-	Ammo Reserves +1
Magazine	TB82-MC2	14400	3	-	Ammo Reserves +2
Magazine	TB82-MC3	24000	4	-	Ammo Reserves +4
Stock	TB82-ST1	2400	2	-	HA ↑
Stock	TB82-ST2	7200	3	-	HA ↑
Bullets	50TMG B82	3600	2	-	BP ↑
Bullets	50TMH B82	10800	3	-	BP ↑
Bullets	TG-B1 B82	14040	3	Hard Ep2, Ch1, Swiftly ward off Rover	BP ↑, HA ↓
Bullets	TG-B2 B82	22680	4	-	BP ↑, HA ↓
Bullets	TG-B3 B82	31320	5	-	BP ↑, HA ↓

SULLI 50 CAL.



LV: 4

BP: 18000

AMMO: 1/4

ACQUIRE: DEADLY EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6

STATS

W-POW/B-POW	3375	Liberation Gauge Fill:	B
B-IMPACT	-	Long-Range Control:	A
HANDLING	D	Stagger:	A
RANGE	S		

DESCRIPTION

With even more power, this rifle can make quick work of enemies from a distance. Its handling is rough, but this can be improved with a new scope, barrel, and stock.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TAIS50-SC1	4500	4	-	BI ↑, HA ↑
Barrel	TAIS50-BL1	3600	4	-	HA ↑, LR ↑
Barrel	TAIS50-BL2	10800	5	-	HA ↑, LR ↑
Magazine	TAIS50-MC1	7200	4	-	Ammo Reserves +1
Magazine	TAIS50-MC2	21600	5	-	Ammo Reserves +2
Magazine	TAIS50-MC3	36000	6	-	Ammo Reserves +4
Stock	TAIS50-ST1	3600	4	-	HA ↑
Stock	TAIS50-ST2	10800	5	-	HA ↑
Stock	TAIS50-ST3	18000	6	-	HA ↑
Bullets	50TG AIS50	5400	4	-	BP ↑
Bullets	50TH AIS50	16200	5	-	BP ↑
Bullets	TG-A1 AIS50	21060	5	Deadly Ep3, Ch1, Destroy all Snatchers	BP ↑, HA ↓
Bullets	TG-G AIS50	34020	6	-	BP ↑, HA ↓
Bullets	TG-M AIS50	46980	7	-	BP ↑, HA ↓

T210 PIERCE



LV: 5

BP: 38400

AMMO: 1/4

ACQUIRE: INSANE EP2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6

STATS

W-POW/B-POW	6075
B-IMPACT	-
HANDLING	D
RANGE	S

Liberation Gauge Fill:	B
Long-Range Control:	A
Stagger:	A

DESCRIPTION

This rifle packs the most attack power of the regular guns, but can only be obtained on Insane difficulty. The power can be improved even more with new bullets, but the handling does suffer.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Scope	TXM109-SC1	7200	6	-	BI ↑, HA ↑
Barrel	TXM109-BL1	5760	6	-	HA ↑, LR ↑
Barrel	TXM109-BL2	17280	7	-	HA ↑, LR ↑
Magazine	TXM109-MC1	11520	6	-	Ammo Reserves +1
Magazine	TXM109-MC2	34560	7	-	Ammo Reserves +2
Magazine	TXM109-MC3	57600	8	-	Ammo Reserves +4
Stock	TXM109-ST1	5760	6	-	HA ↑
Stock	TXM109-ST2	17280	7	-	HA ↑
Bullets	2559 XM109	8640	6	-	BP ↑
Bullets	T59 XM109	25920	7	-	BP ↑
Bullets	TG-X XM109	33690	7	Insane Ep3, Ch2, No soldiers taken by Snatchers	BP ↑, HA ↓
Bullets	TG-Y XM109	54430	8	-	BP ↑, HA ↓
Bullets	TG-Z XM109	75160	9	-	BP ↑, HA ↓

LAUNCHERS

EXT420



LV: -

BP: 8000

AMMO: 1/3

ACQUIRE: EASY-HARD E2; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 4

STATS

W-POW/B-POW	1600
B-IMPACT	B
HANDLING	C
RANGE	D

Liberation Gauge Fill:	S
Long-Range Control:	S
Stagger:	S

DESCRIPTION

This is the first grenade launcher that you will see in Episode 1, but you can't add it to your arsenal until Episode 2. Grenade launchers require manual aiming, but you do get a bigger blast radius.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	VAG-MB1	1600	1	-	Ammo +1
Magazine	VAG-MB2	4800	1	-	Ammo +2
Magazine	TAG-MC1	4800	1	-	Ammo Reserves +1
Magazine	TAG-MC2	14400	2	-	Ammo Reserves +2
Bullets	40-mm KC	2400	1	-	BP ↑
Bullets	40T KC	7200	2	-	BP ↑
Bullets	TC-1 AG	14400	2	Easy-Hard Ep4, Ch2, Assist with retreat	BP ↑
Bullets	TC-2 AG	21600	3	-	BP ↑
Bullets	TC-3 AG	28800	4	-	BP ↑

AG-C



LV: 3

BP: 35200

AMMO: 1/3

ACQUIRE: HARD EP3; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 5



STATS

W-POW/B-POW	3360	Liberation Gauge Fill:	S
B-IMPACT	B	Long-Range Control:	S
HANDLING	C	Stagger:	S
RANGE	D		

DESCRIPTION

This launcher improves on the ExT420's power. Improve the magazine to give it more ammo. The power can be increased without affecting the impact with the TO-1 AGC bullets.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	VAGC-MB1	4480	3	-	Ammo +1
Magazine	VAGC-MB2	13440	4	-	Ammo +2
Magazine	TAGC-MC1	13440	3	-	Ammo Reserves +1
Magazine	TAGC-MC2	40320	4	-	Ammo Reserves +2
Bullets	40-mm AGC	6720	3	-	BP ↑, BL ↓
Bullets	40T KCC	20160	4	-	BP ↑, BL ↓
Bullets	40TS AGC	33600	5	-	BP ↑, BL ↓
Bullets	TO-1 AGC	40320	4	Insane Ep1, Ch1, Rendezvous with team unharmed	BP ↑
Bullets	TO-2 AGC	60480	5	-	BP ↑, BL ↓
Bullets	TO-3 AGC	80640	6	-	BP ↑, BL ↓

RGS-280



LV: 5

BP: 52800

AMMO: 1/3

ACQUIRE: DEADLY EP5; OVERDIVE INTO AN ALLY THAT APPEARS IN AREA 6



STATS

W-POW/B-POW	5040	Liberation Gauge Fill:	S
B-IMPACT	B	Long-Range Control:	S
HANDLING	C	Stagger:	S
RANGE	D		

DESCRIPTION

The RGS-280 has great attack power, but the magazine needs to be upgraded to give it more ammo. Use the big blast radius of the launchers to damage multiple targets with one shot.

CUSTOMIZATION PARTS

PART	NAME	COST	LEVEL	COMPLETE THIS FEAT	EFFECT
Magazine	VRG140-MB1	6720	5	-	Ammo +1
Magazine	VRG140-MB2	20160	6	-	Ammo +2
Magazine	TRG140-MC1	20160	5	-	Ammo Reserves +1
Magazine	TRG140-MC2	60480	6	-	Ammo Reserves +2
Bullets	40-mm RG140	10080	5	-	BP ↑, BL ↓
Bullets	40T RG140	30240	6	-	BP ↑, BL ↓
Bullets	40TP RG140	50400	7	-	BP ↑, BL ↓
Bullets	TA-1 RG140	60480	7	Hard Ep4, Ch1, Swiftly breach tower	BP ↑
Bullets	TA-2 RG140	90720	8	-	BP ↑, BL ↓
Bullets	TA-3 RG140	120960	9	-	BP ↑, BL ↓

Basics

Characters

Weapons

Gear

Episode 0

Episode 1

Episode 2

Episode 3

Episode 4

Episode 5

Episode 6

Walkthrough

Feats

Energy Chips

The Twisted

Case Files

Secrets

SPECIAL

T498 PS



LV: -

BP: 66000

AMMO: 120/840

ACQUIRE: COMPLETE THE GAME

STATS

W-POW/B-POW	84	Liberation Gauge Fill:	D
B-IMPACT	-	Long-Range Control:	A
HANDLING	D	Stagger:	-
RANGE	S		

DESCRIPTION

There is no improving this weapon, but with the high ammo capacity, quick rate of fire, and long range, it is very effective against most Twisted.

T94 LITE



LV: -

BP: 115200

AMMO: 160/960

ACQUIRE: COMPLETE THE GAME THREE TIMES

STATS

W-POW/B-POW	151	Liberation Gauge Fill:	D
B-IMPACT	-	Long-Range Control:	A
HANDLING	D	Stagger:	-
RANGE	S		

DESCRIPTION

This heavy weapon requires a manual aim. It improves on the T498 PS in power and ammo capacity. You won't see this weapon until you complete the game three times.

T490C



LV: -

BP: 192000

AMMO: 200/999

ACQUIRE: COMPLETE THE GAME 6 TIMES

STATS

W-POW/B-POW	226	Liberation Gauge Fill:	D
B-IMPACT	-	Long-Range Control:	A
HANDLING	D	Stagger:	-
RANGE	S		

DESCRIPTION

The T490C gives more firepower and the most ammo reserves without infinite bullets. Its continuous fire makes this a very deadly weapon, but you must finish the story six times first.

OTHER WEAPONS & VEHICLES

HAND GRENADES



LV: -

BP: -

AMMO: 9

ACQUIRE: -

▶ STATS

W-POW/B-POW	1200	Liberation Gauge Fill:	-
B-IMPACT	S	Long-Range Control:	-
HANDLING	-	Stagger:	S
RANGE	-		

SATELLITE CANNON



LV: -

BP: -

AMMO: INFINITE

ACQUIRE: -

▶ STATS

W-POW/B-POW	50000	Liberation Gauge Fill:	-
B-IMPACT	S	Long-Range Control:	-
HANDLING	S	Stagger:	S
RANGE	B		

HUMVEE



LV: -

BP: -

AMMO: INF

ACQUIRE: -

▶ STATS

W-POW/B-POW	300	Liberation Gauge Fill:	-
B-IMPACT	A	Long-Range Control:	B
HANDLING	S	Stagger:	B
RANGE	S		

TANK



LV: - BP: - AMMO: INF ACQUIRE: -

STATS

105-mm M68A1	-
W-POW/B-POW	45000
B-IMPACT	S
HANDLING	S

RANGE	S
Liberation Gauge Fill:	-
Long-Range Control:	S
Stagger:	S

M2 heavy machine gun	-
W-POW/B-POW	540
B-IMPACT	A
HANDLING	S

RANGE	S
Liberation Gauge Fill:	-
Long-Range Control:	B
Stagger:	A

HELICOPTER



LV: - BP: - AMMO: INF ACQUIRE: -

STATS

ATG missile	-
W-POW/B-POW	10500
B-IMPACT	S
HANDLING	S

RANGE	S
Liberation Gauge Fill:	-
Long-Range Control:	S
Stagger:	S

Minigun	-
W-POW/B-POW	510
B-IMPACT	B
HANDLING	S

RANGE	S
Liberation Gauge Fill:	-
Long-Range Control:	B
Stagger:	C

BERSERKER



LV: - BP: - AMMO: 300/900 ACQUIRE: -

STATS

W-POW/B-POW	12
B-IMPACT	-
HANDLING	S
RANGE	A

Liberation Gauge Fill:	-
Long-Range Control:	B
Stagger:	-

PROTECTIVE GEAR

There are several outfits to unlock for Aya, each with its own defensive qualities. This section contains a listing of each type of gear, its accompanying stats, and information on how to acquire it. You can unlock a special View Mode for each outfit by completing the game on any difficulty using that piece of protective gear.



BLACK LEATHER

DESCRIPTION: A black tank top and distressed jeans don't stand up to taking damage, but their slim fit means easy movement.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
100%	120%	175%

ACQUIRE

Unlocked by default



WHITE EIDER

DESCRIPTION: A white eiderdown jacket provides warmth without weight. Perfect for investigations in New York winters.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
75%	100%	150%

ACQUIRE

Unlocked by default



MAID'S UNIFORM

DESCRIPTION: A traditional aproned dress uniform, originally workwear for women doing household chores. Aya's is just for fun.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
110%	115%	145%

ACQUIRE

Clear the game on Easy difficulty

BUSINESS SUIT

DESCRIPTION: A black miniskirt suit. The peekaboo red lingerie gives it grown-up appeal, while the glasses lend a frosty touch.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
100%	110%	130%

ACQUIRE

After completing the game once on any difficulty, find this costume in an open locker on the left side of the Locker Room.



SWIMWEAR

DESCRIPTION: Take that, winter! Denim hot pants and a necklace evoke an eternal summer. This bikini has a refreshing vulnerability.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
160%	170%	220%

ACQUIRE

Clear the game on Hard difficulty

TITANIUM BUNNY

DESCRIPTION: A daring bunny-girl costume. Its long ears and puffy tail are just adorable—and surprisingly useful during an Overdrive.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
120%	130%	150%

ACQUIRE

Clear the game on
Insane difficulty



CHEONGSAM

DESCRIPTION: A striking blue cheongsam with a heart on the bodice and an off-the-shoulder design. The askew hairstyle is a cute extra.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
120%	130%	150%

ACQUIRE

Clear the game on
Normal difficulty

LIGHTNING CUSTOM

DESCRIPTION: Dress like Lightning from FINAL FANTASY XIII. Once this costume takes damage and is destroyed, look for her l'Cie mark beneath.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
70%	90%	145%

ACQUIRE

Achieve a score of 50% or more on the bonus missions on Hard or higher difficulty.



SANTA SOLDIER

DESCRIPTION: A woman's Santa costume. Doomed to get heavy use during the holidays, then be shoved in a closet for the rest of the year.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
90%	110%	160%

ACQUIRE

After completing the game once on any difficulty, find this costume in Maeda's house in the left locker.



OVERDIVE SUIT

DESCRIPTION: A prototype Overdive suit that analyzes all kinds of biological data while Aya is diving. Not made for privacy.

DEFENSE
A B C

% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
90%	100%	120%

ACQUIRE

Complete the game five times



KNIGHT ARMOR

DESCRIPTION: An authentic suit of armor from an antique shop. Provides both major defense and good looks. You feel brave just wearing it!

DEFENSE
A B C

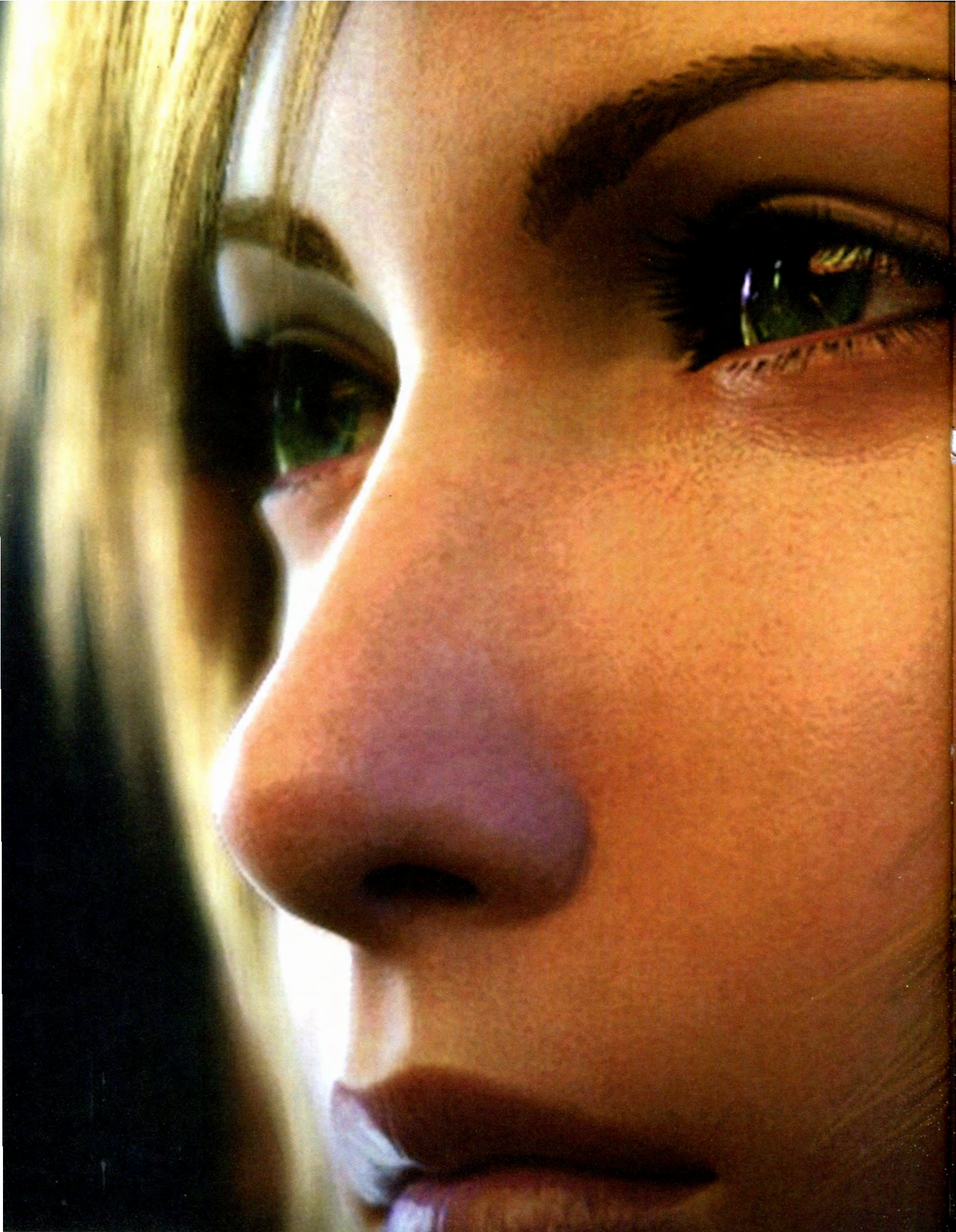
% of Normal Damage Taken

STARTING STATUS	1ST STAGE OF DAMAGE	2ND STAGE OF DAMAGE
65%	120%	160%

ACQUIRE

Clear the game on Deadly difficulty





INVESTIGATING THE BABEL



DECEMBER 24, 2012—MANHATTAN, NEW YORK

What seems like a peaceful Christmas Eve in Manhattan suddenly turns deadly. Roots twist up out of the ground destroying everything in their way and hideous creatures descend on the city. Ground reports from the squads tasked with containing the pandemonium refer to these life-forms as the "Twisted." An investigatory team known as the CTI (Counter Twisted Investigation) is formed within the year.

One year later, a new means of opposition emerges. It's a system with only one viable candidate: Aya Brea. It is dubbed the Overdive system—a gift as she awakens from a lost past on this, the occasion of her third birth.



DECEMBER 24, 2013—OVERDIVE ROOM, CTI HEADQUARTERS

Aya is ordered to rally with the National Guards and aid in the destruction of the Big Orb.





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SACRIFICE

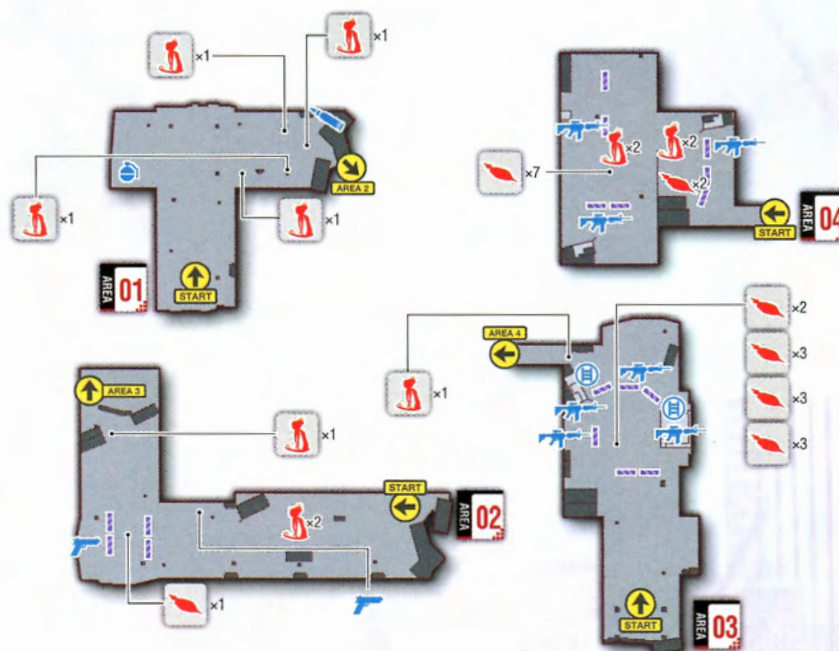


OPERATION RAINBOW DUST
LOCATION: Chelsea, W. 18 & 10th
LOCAL TIME: 16:42, 12/24/2012



Large numbers of Twisted were multiplying at a club in Chelsea. Agent Aya Brea was tasked with assisting the National Guard and gathering info on an unknown foe.

ALL CHAPTERS



THE TWISTED:



Slacker



Wad

FEATS:

None

AREA

01

With the safety of the planet hanging in the balance, the Overdrive Device sends Aya into the past and places her inside a National Guard member. While assisting the National Guard, Aya will be in constant radio contact with her colleagues at the CTI. Episode 0 serves as a tutorial for the game's battle system, so pay close attention to the information they provide.



MISSION
Press in the START menu to open the Mission Log and review the controls in Config.

GETTING AROUND



Use the analog stick to move around and the directional buttons to rotate the camera. Tap the L button to center the camera behind Aya. To dodge, press \times and Aya will roll in the direction she is facing.

The navigator appears in the top right of the screen. When it's blue, the area is safe but when it turns orange, a Twisted is near. The arrow in the center indicates Aya's position and a flashing green arrow outside the circle indicates the direction of your next objective. White dots are friendly soldiers, while red dots represent the enemy.



At the first intersection, turn to the left and locate the +3 Hand Grenade in the corner. Head in the other direction to learn more about what is happening courtesy of Blank and Hyde Bohr and to receive a refresher in combat.



Be on the lookout for extra grenades and ammo along the way.

COMBAT

Hold down \square to access the weapons menu, then press one of the directional buttons to select the corresponding weapon. Hold the L button to lock onto a target and press the R button to fire the weapon. To reload, simply tap \square . While holding down the L button, press the down button to target the nearest enemy or use the left and right directional buttons to change targets. While targeting an enemy, press \circ to toss a grenade at it.



A Slacker appears to test Aya's skills. Use the soldier's assault rifle (\square + down button) to take it down with ease. To avoid its attacks, back away while firing and dodge when it strikes. After killing a Twisted, it will explode causing damage to Aya if she's in the vicinity of the blast—don't get too close! One by one, three more Slackers will appear. Aya gains Experience and BP for each downed foe. Once the Slackers are defeated, grab the **Ammo Recharge** sitting on the left and duck through the new opening between the Police vans.



Most attacks can be avoided by dodging to the side.



AREA 02

Two more Slackers wait in this new area. Use the same tactics here as used in the previous fight to eliminate the threat. Next, you learn about Overdiving into a new host and using barricades as cover.



OVERDIVING INTO A NEW HOST



Hold down \triangle and press the left and right buttons to target a new host for Aya. Once selected, the target's name and weapon are shown. Release \triangle to Overdive into the selected target. Occasionally, Aya will have the opportunity to dive into civilians as well as soldiers. However, civilians do not carry weapons of their own. You can also tap \triangle to dive into a nearby host quickly.

Overdive into the next National Guard, who is standing near the barricades. Take cover and wait for the Wad to emerge, then use the soldier's TO5 7.6CM to eradicate it. Continue around the corner and take out another Slacker ahead.



► Overdive is a great way to avoid taking damage.



► Barricades can also be used to avoid attacks.

AREA

03

Many Twisted are causing havoc in this area. Fortunately, four soldiers armed with assault rifles are patrolling the area. Dive into the soldier on the right to get a good vantage point and take this opportunity to try out Crossfire and Overdive Kill.




GET A BOOST FROM OTHER SOLDIERS!

You can link with other soldiers to use a technique called Crossfire. Hold down the L button and if other soldiers are seeking cover nearby, a Linkage gauge will appear on-screen. Wait for it to fill up, then press the R button to start Crossfire, causing all of the soldiers to fire on your target.



OVERDIVE KILL

Overdive Kill is a powerful attack that enables Aya to dive into an enemy and cause it to implode. When firing on a Twisted continuously, it will become stunned and a triangle shape will appear. Crossfire attacks and weapons with a high B-impact stat speed up the process. When the icon appears, press  to use Overdive Kill. Note, however, that Overdive Kill only inflicts damage proportional to Aya's level.



Use Crossfire and Overdive Kill to waste the first two Wads. If one fires at Aya, dodge from one side to the other or dive into another soldier. When using the assault rifle, though, it shouldn't take too long to eliminate them with the assistance of the National Guard. Once defeated, three more Wads arrive followed by two more waves. When the coast is clear, the nearby alley is opened up by a Slacker. Take this path and proceed to the final area.



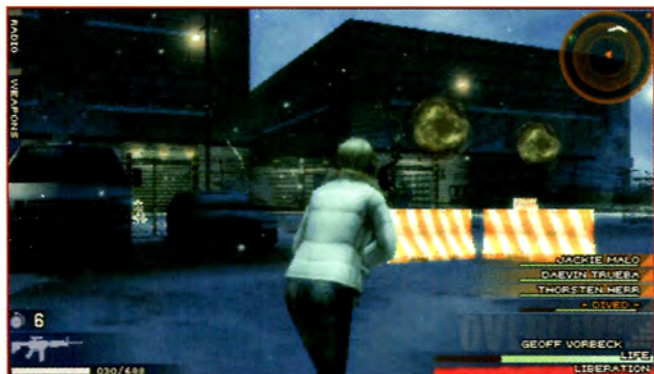
► Crossfire is extremely useful during your missions.



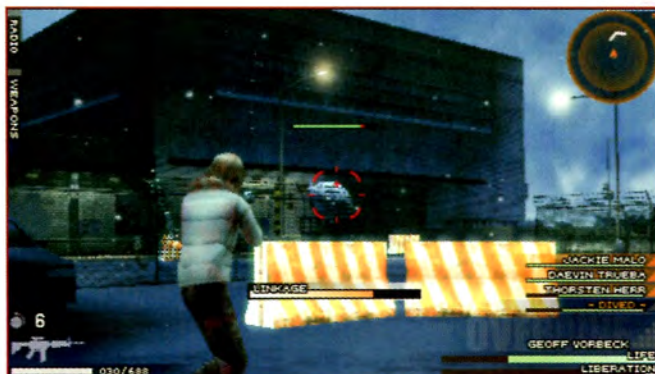
► Use Overdive Kill as much as possible to earn a special bonus at the end of each Episode.



This area has a mix of Wads and Slackers along with three soldiers who can provide assistance. Once again, use Crossfire and Overdrive Kill to eliminate the two Wads and two Slackers nearby. Don't forget to use the barricades to avoid their incoming attacks.



► Quickly take out the Twisted before they get the jump on Aya.



LIBERATION

As Aya defeats more and more foes, her Liberation gauge fills up. When the gauge starts blinking, press + to activate Liberation. While in this state, Aya's reflexes are greatly improved. Most importantly, pressing the R button fires energy shots! These shots stun an enemy much faster. When the triangle shape appears on-screen, press to use Overdrive Kill.



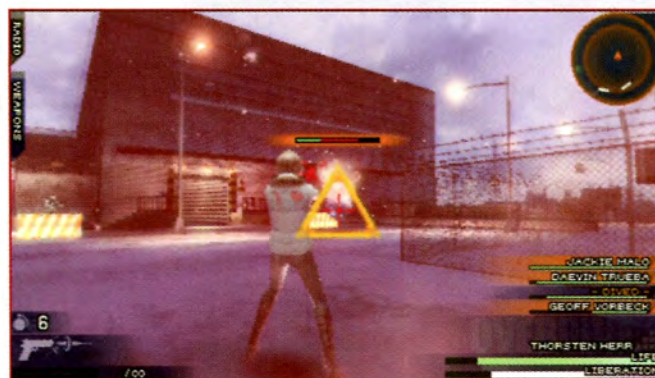
HIDE BOHR
Now is the time to show everyone that it's possible.



Unless the other two soldiers have taken them out, two more Slackers are waiting beyond the fence. Take them down to learn about Liberation.



A second wave of Wads appears at this point. Immediately use Liberation and quickly dispose of them. A total of seven Wads join the fight. Once they are all defeated, head for the exit (indicated by the navigator's flashing green arrow) to complete the first episode.



► Use Liberation to get out of tight spots.





E P I S O D E 1

A BRAVE NEW WORLD



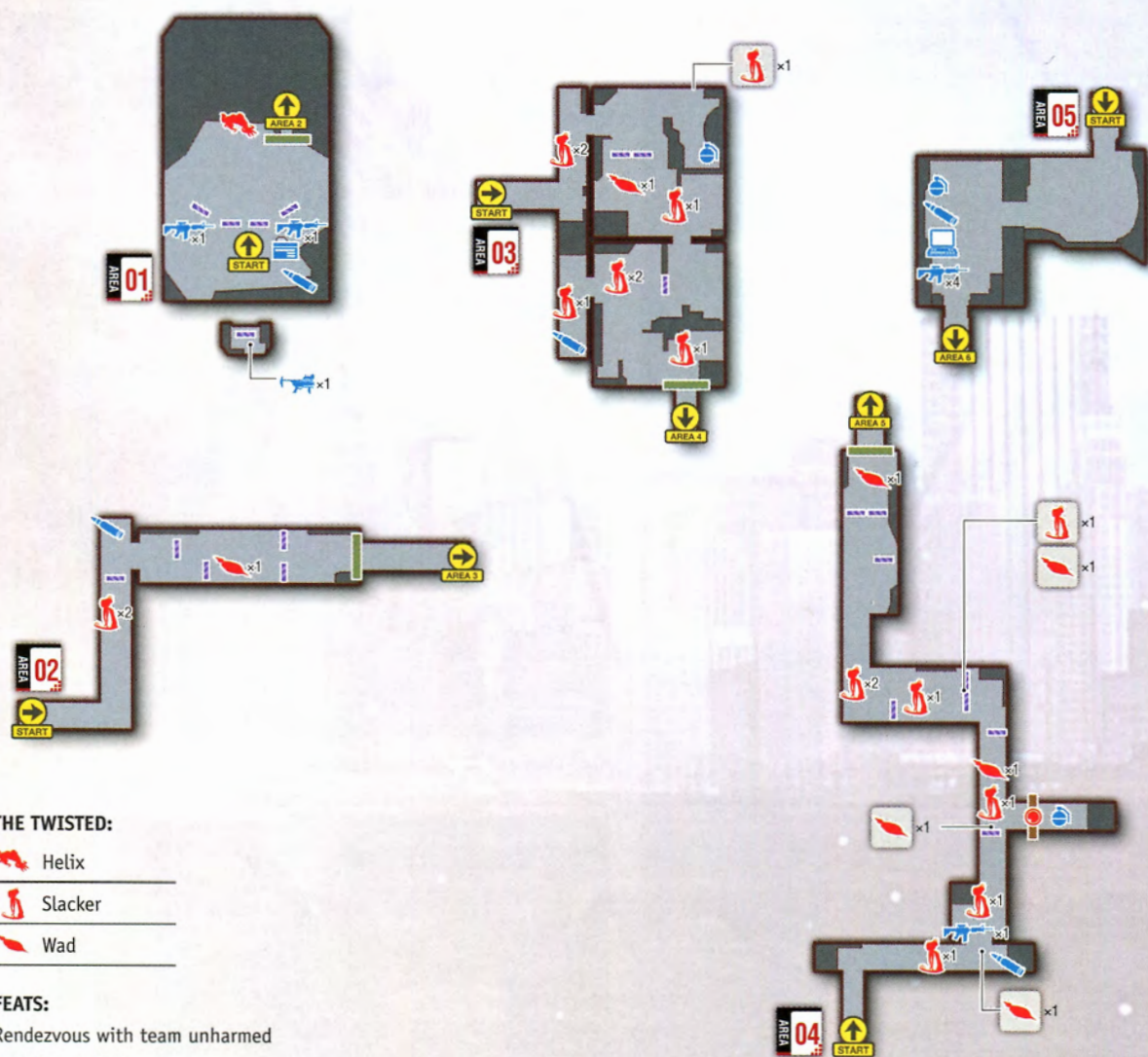
OPERATION RAINBOW DUST
LOCATION: Club Sacrifice
LOCAL TIME: 16:58 12/24/2012



Twisted appeared at Club Sacrifice mid-concert. On secret military orders, the local National Guard mobilized immediately to rescue the concertgoers.




CHAPTER 1



THE TWISTED:

 Helix

 Slacker

 Wad

FEATS:

Rendezvous with team unharmed

Destroy all Wads

Destroy all Slackers

01 Twisted attack during a concert at Club Sacrifice and the National Guard arrives to rescue the audience. As Aya fights the Helix, a civilian is trapped on the camera platform and two National Guard members assist while seeking cover behind barricades.

FEATS

Starting with Episode 1, there are certain achievements or "Feats" to obtain. When earned, Feats yield additional BP and sometimes unlock a new weapon! When a chapter has Feats, they will be listed at the start of the walkthrough. Keep them in mind while playing through the Episode.

Operation Rainbow Dust

FEATS

- | | | |
|------------------|---------------------------------|-------|
| CHAPTER 1 | Rendezvous with team unharmed | CLEAR |
| | ✖ Destroy all Wads | CLEAR |
| | ✖ Destroy all Slackers | |
| CHAPTER 2 | Bring civilians to safety | |
| | Secure platform | |
| CHAPTER 3 | Escape from Reapers unharmed | |
| | Swift retreat from first Reaper | |
| | Rescue civilian from Reaper | |

HELIX

When the Helix emerges from the stage, immediately take cover behind the middle barricade and use Crossfire to team up on the Twisted. Once the triangle appears, use Overdrive to inflict massive damage.



behind a barricade. Dodge the incoming fire and Overdrive into another soldier.

Continue to dive into the other soldiers while avoiding the Helix's attacks and use Crossfire combined with Overdrive to deplete its health.

The Helix has multiple types of attacks. When it opens its mouth and fires red projectiles, dive into one of the soldiers on either side of the room and fire at it from a flanked position.



The Helix has two melee maneuvers. One is a lunge that will destroy the barricade and seriously injure whoever is hiding behind it. The other is a feint where its head won't touch the barricade. You know the real one is coming if it rears its head far back before the lunge.



The Helix will rear its head up high and fire its red projectiles. From this position, it is possible to hit a soldier who is ducking



There's an **Ammo Recharge** in the back-right corner if needed. Wear down the Twisted until it retreats back into the wall. If Aya is on the camera platform or in the DJ area, Overdrive into one of the soldiers on the floor and take the ramp to the stage.



AREA 02

Be sure to take down all of the Slackers and Wads in Areas 2, 3 and 4 to earn a couple of easy Feats for Chapter 1. Upon entering Area 2, two Slackers get in the way as Aya cuts through the backstage hall. Take them down and grab the **Ammo Recharge** before continuing to the right into another hall. Upon entering new halls and rooms, immediately press the target button just in case a Twisted is waiting at the entrance. At the end of the passage, a Wad appears. Defeat it to open the way to Area 3.



AREA 03

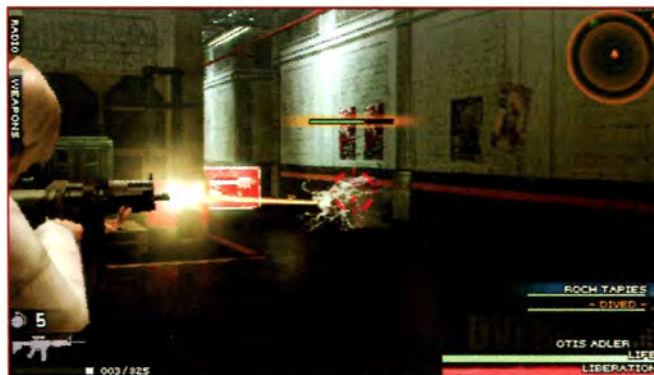
Watch out while zipping through this area, as several Slackers are hiding in almost every corner. Mow down any that appear before entering the first room. Duck behind the speaker boxes to the right and take out the next Wad. Reload your weapon and run toward the dressing area where a Slacker is hiding. Stop just before stepping inside and immediately press the L button to target the Slacker. Take it down before grabbing the **+3 Hand Grenade**.



Just before exiting this room, eliminate the attacking Slacker. In the adjacent room, another Slacker is hiding behind the clothes rack while a second foe emerges from the left. Take them down and enter the door ahead. Defeat the Slacker inside and grab the **Ammo Recharge**. One last Slacker appears just before Aya exits this area.



This is a pretty straightforward series of hallways, but there are a couple of Wads patrolling the area. At the first intersection, dispose of the Slacker and then turn left into the dead end. This causes a Wad to appear at the other end of the hall. Take it out but beware of the second approaching Slacker.

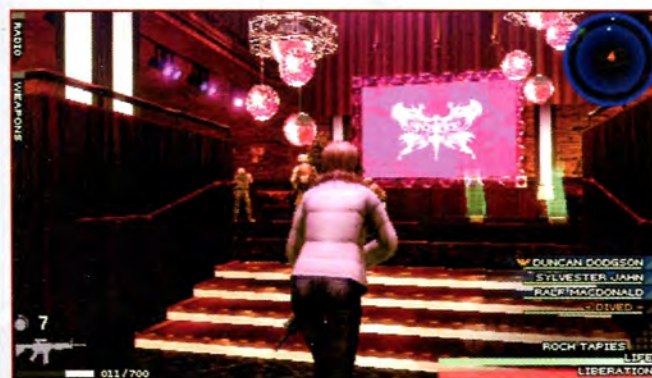


Use the box for cover while fighting off enemies, then advance toward the opening on the right to spot an approaching Slacker. Destroy the red Orb to get three more grenades, then step toward the dead end to trigger the appearance of another Wad. Defeat it before proceeding down the hall.

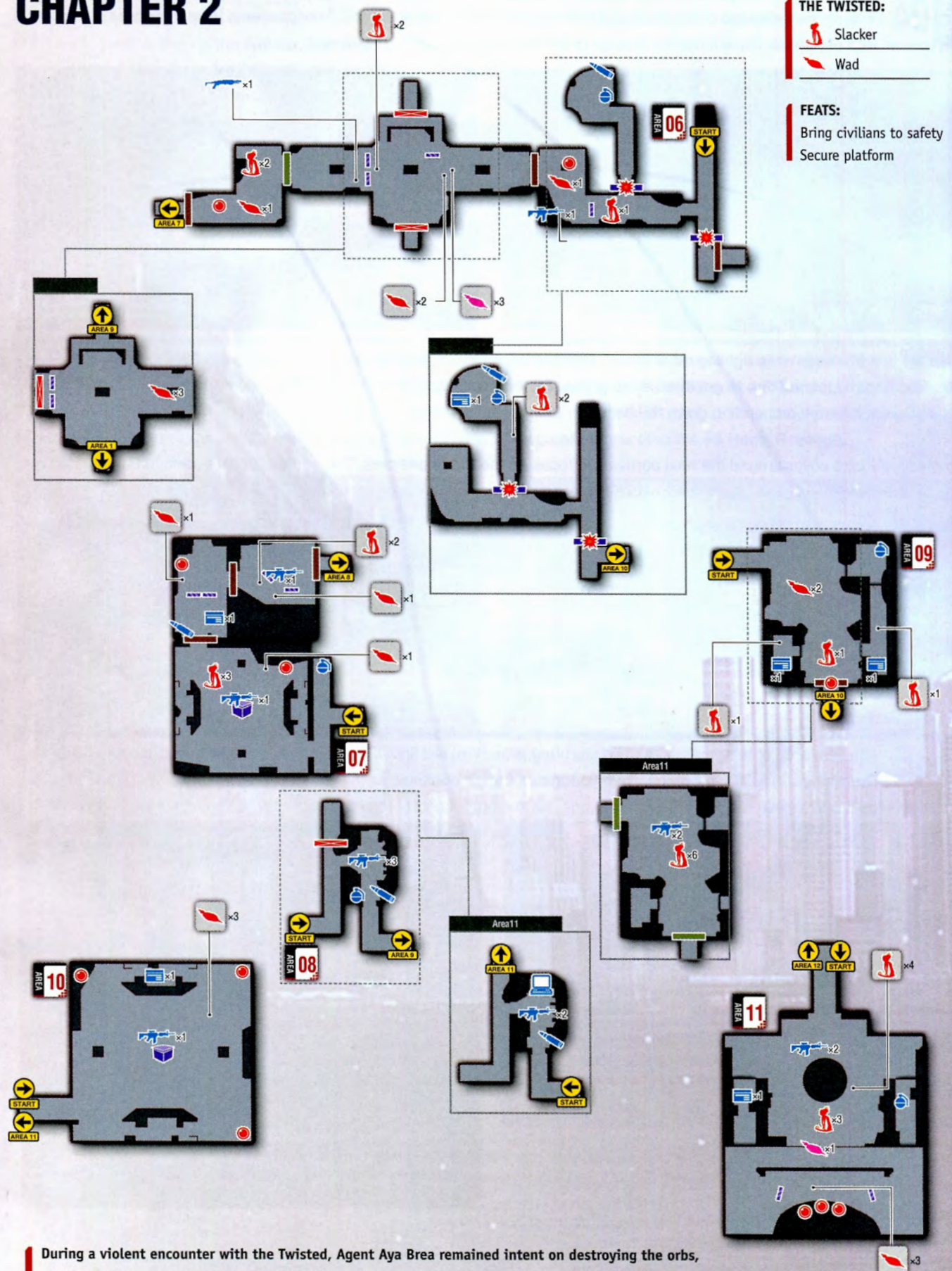
Immediately take cover around the next corner and focus on the trio of enemies. Two more Slackers need to be defeated at the next corner to complete one of the Feats. One last Wad blocks Aya's path to the exit.



The final area of this Chapter is a Twisted-free area. You will find a few soldiers, an **Ammo Recharge**, **+3 Hand Grenade**, and a CTI computer. Save your game before continuing.



CHAPTER 2



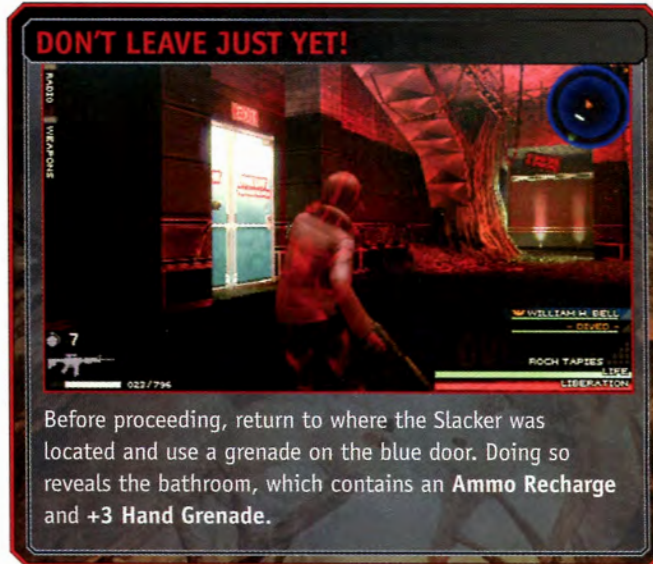
During a violent encounter with the Twisted, Agent Aya Brea remained intent on destroying the orbs, breaking into a new area, and evacuating the survivors from inside the club.

06

There is a blue door straight ahead from the start point that can be blown open with a grenade, but for now the hallway beyond the door is blocked. Instead, turn right to enter another hallway. Take out the Slacker and then help the soldier eliminate the Wad. Destroy the red Orb to reveal the path to an open area.



Now enter the open area and defeat the invading Wads. Use the barricades and the help of other soldiers to finish the job. A couple Slackers may attempt to halt Aya's progress to the next red Orb. If this occurs, eliminate them and the Wad before heading toward the Orb. Defeat the charging Slackers, then exit the area.



Before proceeding, return to where the Slacker was located and use a grenade on the blue door. Doing so reveals the bathroom, which contains an **Ammo Recharge** and **+3 Hand Grenade**.



07, 08

Grab the **Grenades** to the right before entering the big room ahead. A soldier stands atop a platform in the middle of the room. Quickly eradicate the Slackers before they destroy the platform in order to complete a **Feat**.

Destroy the red Orb in the right corner to gain access to the next room. Proceed into the room, taking out any Wads that stand in your way. Once inside the room, dive into the civilian to the right, then destroy the Orb in the far corner.



► If this platform is still standing when Aya leaves, you will complete a **Feat**!

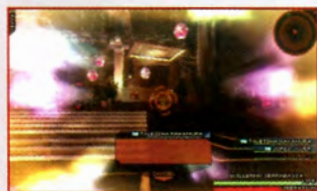


► You must rescue five citizens found throughout Chapter 2 to secure the other **Feat**.



Assist the soldier in the next room and eliminate any enemies that appear. Go through the exit to reach the next area, at which point Aya automatically dives out of the civilian and into one of the soldiers. There is an **Ammo Recharge** and **+3 Hand Grenade** in this room, but you will be returning here several more times, so save the Ammo Recharge for when you need it most.

AREAS 08, 09 Two civilians are stuck in the furthest two corners in this room. Immediately dive into the civilian on the right-hand side and take out the Slacker that is bothering the person. Two Wads and a Slacker patrol the middle of the room. Take them out for the experience or dodge them as you return to Area 8 to drop off the civilian.



As a soldier, return to Area 9 and dive into the remaining civilian. Kill the Slacker and grab the **Grenades** in the other corner. Return to Area 8 to drop off the civilian. Cut back through Area 9, taking out any remaining Twisted, and exit to the next area.



AREAS 06, 08, 10 Back in Area 6, return to the bathroom that you previously accessed to find the fourth civilian. Dispose of the Slackers while leaving the bathroom and watch out for more Wads in the open area. Return to Area 8 to drop off the civilian.



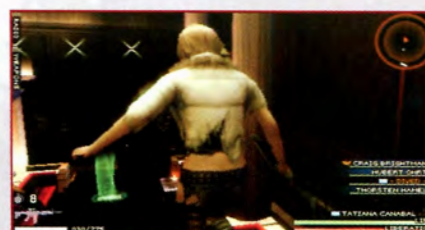
Remember that first blue door at the beginning of Chapter 2? It's finally time to see what's on the other side. Return to Area 6, run past the bathroom, and blow open the door in the hallway beyond. Next, go to the left through a second door that takes you to a room with three red Orbs and a civilian. Take out the red Orbs and the Wads. When the coast is clear, dive into the civilian near the DJ area. Once again, return to Area 8 to complete the Chapter 2 Feats.



AREAS 11, 09, 08

Now you can cut through Area 6 to reach a new room on the other side. Immediately dive into the civilian and help the two soldiers take down the attacking Slackers. Go up the stairs and destroy the three red Orbs and a Wad.

Drop to the area opposite of where you found the civilian to find **+3 Hand Grenades**. More Slackers will join the fight here, though, so mow them down before returning back through Area 6 to reach Area 9.

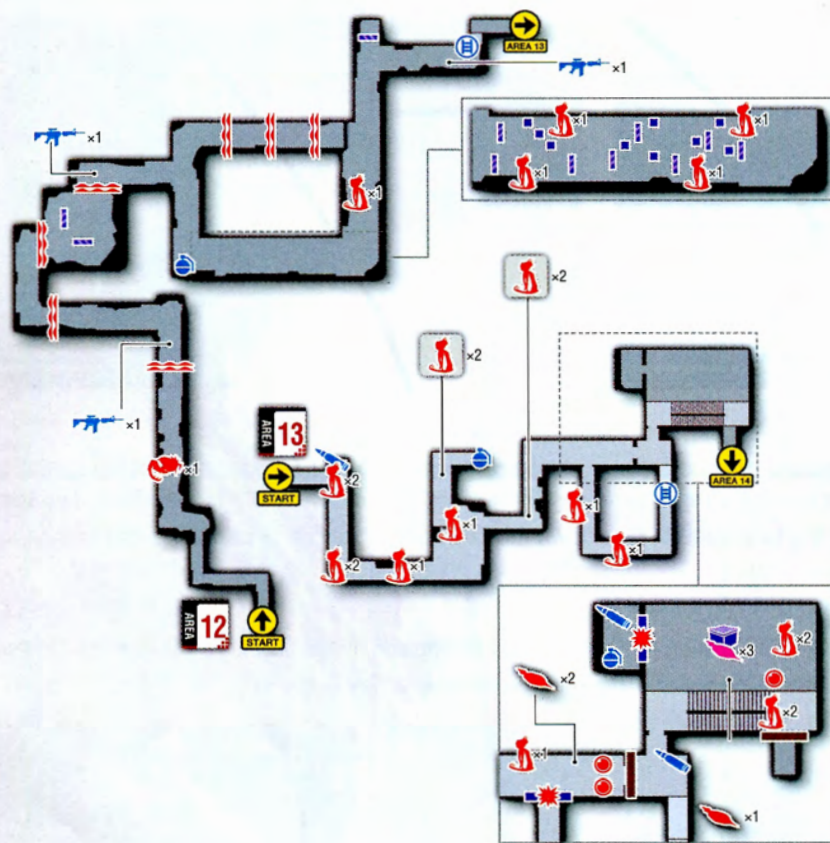


The exit is blocked and several Slackers start attacking the soldiers. Utilize Overdrive to zip between the soldiers and eliminate all of the enemy infestation. Once open, proceed back to Area 8 to find a new **Ammo Recharge**, two soldiers, and a CTI computer to save your progress. A new exit is now open to Chapter 3.






CHAPTER 3

While evading the attacks of a Reaper—an almost invincible Twisted—Agent Aya Brea desperately tried to escape the area where the Babel's walls had penned her in.



THE TWISTED:

-  Slacker
-  Wad
-  Reaper

FEATS:

- Escape from Reapers unharmed
- Swift retreat from first Reaper
- Rescue civilian from Reaper

First, equip Aya's handgun; this will allow you to dodge while targeting enemies (which will be important later). After dropping down from the upper level, an extremely powerful Twisted called a Reaper appears. For now, there is no way to defeat or even damage the Reaper, so start running to avoid it.



You'll soon run into the first of many red walls that can block your path. Fortunately, a soldier will appear on the other side, so dive into him the moment he begins speaking. Now it's time to kick it into high gear, because two more walls will appear as you head down the hall. If you don't make it past these in time, Aya will get trapped.



Continue into the room with two barricades. When the Reaper appears, hold down the L button to lock on to it and begin moving in a circle around the room, keeping as much distance as possible between Aya and the Reaper. The moment the Reaper makes any kind of move toward Aya, press \times twice to dodge in the direction you are moving (do not dodge three times, as the third dodge will leave Aya open to attack). Continue to maintain a lock on the Reaper at all times and keep moving in a circle around the room, dodging as often as necessary. Eventually, a soldier will appear on the other side of the red wall. As soon as he starts talking, press \triangle to dive into him.



▶ Taking any damage from the Reaper will also result in the loss of the first Feat.



Continue down the hall until the path splits. The easiest route is to the right, but taking this route will deny you the opportunity to achieve the "Swift Retreat from First Reaper" Feat. The ideal way to navigate the left route is to use Liberation and speed through before any of the red walls form. Otherwise, try tapping \times while running to roll over the red pools on the ground before the walls form (you might need to roll twice to make it over the final pool).

If you choose the right path instead, grab the **+3 Hand Grenade** in the corner and then run through the boxes. Dodge past a final Slacker and continue to the next corner. At this point, a soldier appears near a ladder. Dive into him and climb up the ladder to exit the area.



AREA

13

There is an **Ammo Recharge** resting in the corner. Grab it and then focus on eliminating the various Slackers who get in your way before the route splits.

Turn left and proceed to the end of the hall to get **+3 Hand Grenade**. Turn around and use a grenade at the corner to remove two more Slackers.



► Watch out after the next two turns, as two Slackers appear from behind.



► Don't forget about the Wads and Slacker that appear near the red Orbs.

Destroying these Orbs will open the next exit. You can also lob a Grenade at the blue door next to the barricade to reveal a hidden route. Two Slackers block the path to a ladder. Climb the ladder, then jump down to reach the exit.



An **Ammo Recharge** sits in the corner just before the final section of this area. Grab it and run out the door. A few Wads will hassle you from the open area and two Slackers wait on landings as Aya descends the stairs. Take out the Wads, Slackers, and the red Orb at the bottom, then exit via the new opening near the remains of the Orb.



► Blow open the door opposite the red Orb to reveal an Ammo Recharge and +3 Hand Grenade.

AREA

14

Once again, a Reaper is in hot pursuit of Aya and she must avoid it at all costs! There are three soldiers spread throughout the area to assist in getting through unscathed and a civilian is located in the corner opposite the exit.

MORE FEATS!

To obtain all the Feats, you must successfully travel through this area as the civilian without taking any damage. It's really tough, so watch out!



Two red Orbs are located near the exit and they must be destroyed in order to leave. If you are not concerned about getting the Feats, just Overdive into the furthest soldier and head toward the first red Orb.



Otherwise, immediately dive into the civilian and run toward the Orb. Use the navigator to get your bearings and to keep an eye on the red dot representing the Reaper. If the Reaper gets too close, dodge away from it. Once in range, quickly lock on to the first Orb, lob a grenade at it, and head for the next one. You may need to dodge immediately after throwing the grenade to avoid getting hit by the Reaper.



Slackers guard the first Orb, while Wads take their turn on the second one. If you get into trouble, remember you can always dive into another guard to draw the Reaper away. Throw another grenade at the second Orb and run for the exit.



AREA 15 Area 15 is another safe zone. Three guards surround the CTI computer. There's also an **Ammo Recharge** for the taking. Exit the room to find a familiar foe.



CHAPTER 4

THE TWISTED:

 Helix

Feats:

None



More is revealed about the Helix, the mysterious Twisted that Agent Aya Brea encountered at the club. Aya took on its fearsome size and overwhelming power in a battle royale.



HELIX

AREA

16

A Helix waits for Aya behind the club. Two soldiers are there to assist in this boss fight, so use them for Crossfire when the opportunity arises. An Ammo Recharge sits just to the right for when you need it.

The Helix has the same attacks as before; red projectiles and a deadly headbutt attack. This time it's possible to target its head and two front legs. However, disabling one of these three targets is only temporary, since the boss can regenerate them. Disabling one of the legs causes the Helix to stumble over, creating a chance to do something else.



Target the right leg from a safe distance to take it down or lob a grenade at the leg (once you're within range) to disable it instantly. When the Helix falls down, advance to the opening to find a red Orb. Destroy it using a grenade, then run up the stairs to the roof.



Continue to the edge to find the weak spot on its back. Target that spot and start firing, then Overdive into the Helix when the triangle appears. However, when it turns around and fires, run back to the stairs and dive into another soldier.



The Helix climbs the wall in search of Aya. The secret here is to go straight for the legs. Run into shooting range while the Helix is still on the wall and shoot off one of its legs; it will fall to the ground on its back receiving massive damage. Doing this will

also earn you a chance for an Overdive Kill when it hits the ground. If it is still alive, Overdive back into the soldier in the stairwell and continue this pattern.



AREA

17

Enter the newly opened door to find another safe zone. Here you will find three soldiers and a CTI computer. Grab the **Ammo Recharge** and **+3 Hand Grenade** before proceeding to the final area.



Basics

Characters

Weapons

Gear

Episode 0

Episode 1

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Episode 3

Episode 4

Episode 5

Episode 6

Walkthrough

Feats

Energy Chips

The Twisted

Case Files

Secrets

CHAPTER 5

Emily Jefferson had transformed into a Twisted. Agent Aya Brea launched an attack on the creature and its unusual abilities with every last ounce of strength.



EMILY JEFFERSON

AREA 18 This boss fight takes place in a large open area with several barricades that can be used for protection. Three National Guard soldiers provide great Crossfire opportunities, too. There is an **Ammo Recharge** on both the left and right sides if needed.

Emily begins the fight in her "darkness phase," which means Aya's regular ammo won't cause any damage. However, you can still attack her to boost Aya's Liberation gauge. To conserve ammo, take cover and use Crossfire—but don't fire yourself. The soldier's gunfire alone will be enough to boost Aya's gauge.



Don't get too close to Emily, or Aya will take major damage from her fist attack.

Emily can also teleport around the area, which makes it quite easy for her to traverse the entire field instantly. Stay on the move in case she teleports right behind Aya and attacks.

Emily also sends out fangs that rotate at high speeds. If they hit Aya, they will inflict damage. Defeating the fangs will boost Aya's Liberation gauge, so direct Crossfire at them and dodge their advances until Aya's gauge is full.



THE TWISTED:

Emily Jefferson

FEATS:

None

Once full, activate Liberation and quickly fire energy shots into Emily until the triangle appears. Overdive into her to do some big damage and cause her to become more vulnerable to Aya's attacks.

Now you can use Crossfire and Overdives to tear her apart. Unfortunately, Emily also becomes more agile and more powerful. You will need to do more dodging and Overdiving to avoid her in this state.



► Always be on the lookout for Emily's decent kill attack.

She will also charge while swinging her arms, making this attack much more difficult to avoid. Quickly move out of the way or Overdive into another soldier to avoid its wrath.

If Emily launches her decent kill attack, Aya will get lifted into the air and it is game over—unless you can dive into another soldier. Avoid these projectiles at all costs; if you continuously Overdive between soldiers they will eventually fade away and you won't lose anyone on the field. If you don't defeat Emily in time, she will revert back to her darkness phase. Repeat this strategy until she is defeated to complete Episode 1.



THE LOST SOUL

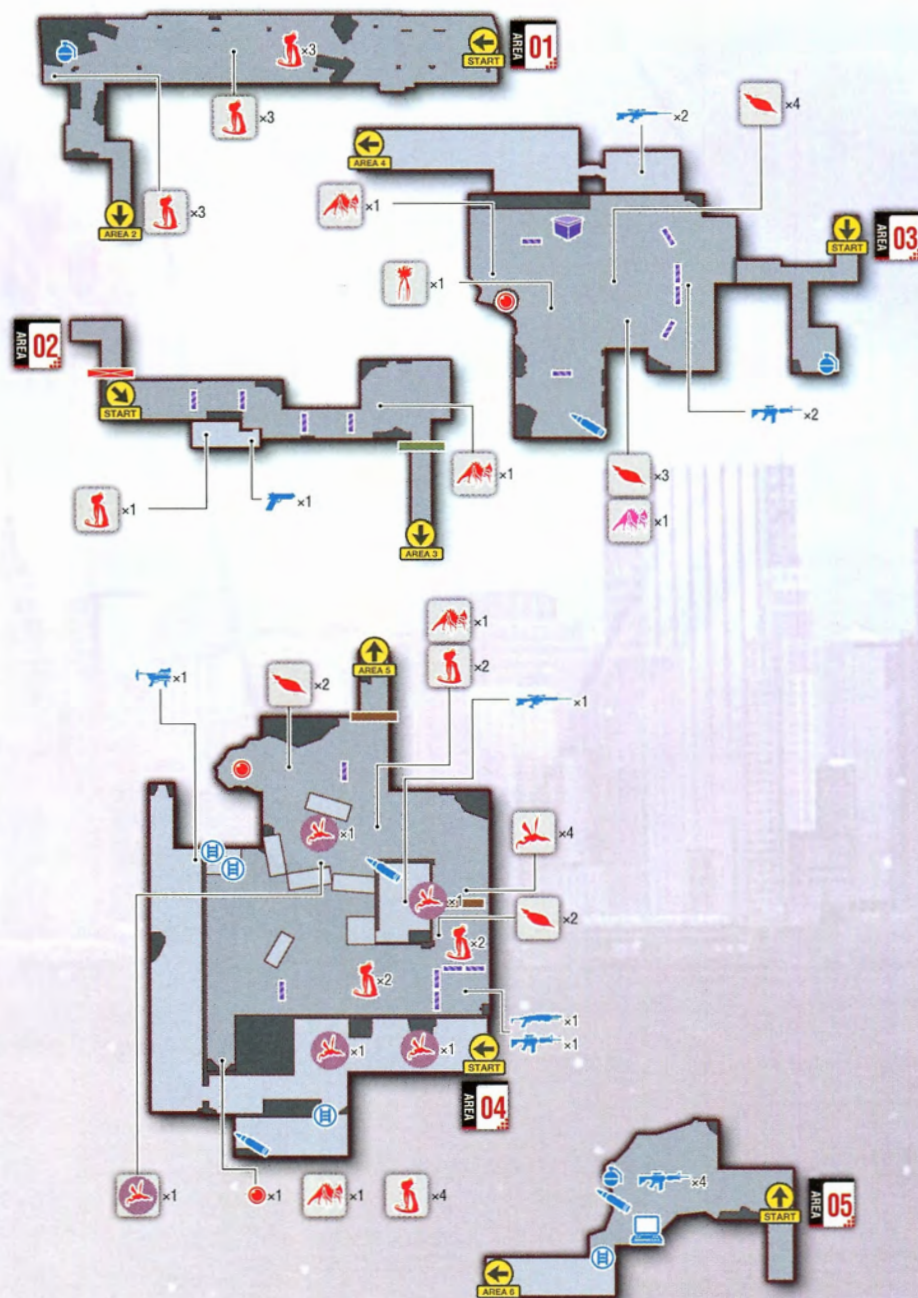


OPERATION BLACK STORM
LOCATION: Spanish Harlem
LOCAL TIME: 14:32 12/21/2013



The FBI confirmed that the Spanish Harlem Babel was in decline. The SWAT team mobilized to clear out the Twisted, destroy the Babel, and, with Army assistance, reach the Babel's interior.

CHAPTER 1



THE TWISTED:

	Slacker
	Wad
	Roller
	Rover
	Stinker

FEATS:

- Use Overdrive Kill frequently
- Swiftly ward off Roller
- Swiftly ward off Rover

AREA 01 Aya starts out inside a member of the SWAT Team on a street in Spanish Harlem. Three Slackers hang from the street lights above. Put Aya's assault rifle to the test and unload on the beasts.



AREA 02 Once you have finished off the Slackers, step into the alley and follow it past a couple of barricades, at which point a Roller appears. This tough foe goes absolutely crazy when attacked, so watch out. Lob a couple of grenades in its direction before diving into the soldier located on a nearby roof.

USE OVERDIVE KILLS



Two of the three feats for this Chapter are very difficult to achieve if you don't have the proper weaponry. However, the "Use Overdive Kill frequently" Feat is easily obtainable. Take out eight Twisted using Overdive Kill to get this Feat!

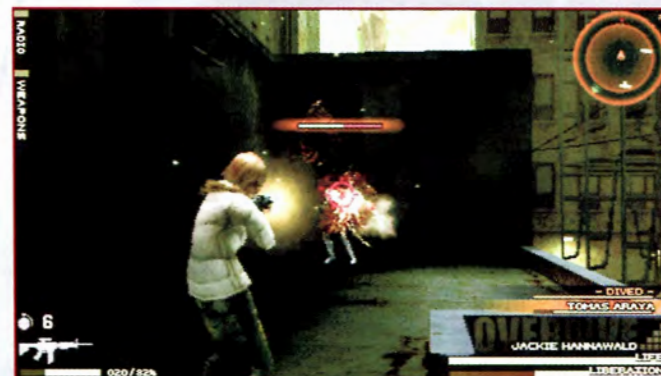
Grab the **+3 Hand Grenade** located between the cars ahead, but watch out for an ambush of Slackers. Quickly target the closest one, then move away from the pack while filling them full of lead. Note that three more Slackers appear back down the street, so stay alert.



► Watch out for an ambush while grabbing the grenades.

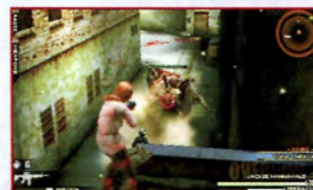
FINISH OFF THE ROLLER

Defeat the Roller as quickly as possible to complete a Feat. This may be tough to do until Aya increases in level a bit. Use grenades on the Roller combined with an Overdive Kill to get the job done.



► Look for the Slacker to pop up from behind.

While the Roller is still alive, a Slacker will continually spawn next to the rooftop soldier. So while Aya attacks the Roller from this higher spot, remember to look for the Slacker coming from behind. Once the Roller is history, hop down and continue through the alley.



AREA

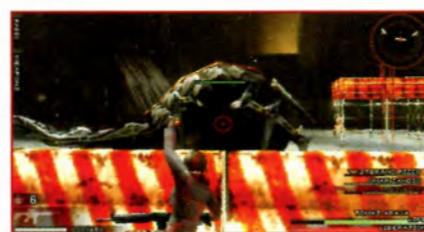
03

Before doing anything else, enter the opening on the left to find a **+3 Hand Grenade**. Run up the boards and target the red Orb with Aya's assault rifle. Destroy it and then meet up with soldiers below.



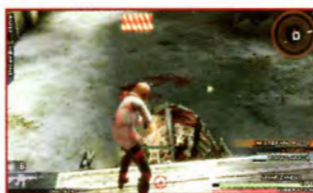
► Destroy the red Orb before jumping over the fence.

A few Wads and a Roller are there to greet Aya. Dodge the Roller while taking down the Wads, then re-focus your attention back on the Roller. Lob grenades at it and use the barricades to keep a safe distance between Aya and the Roller. Take refuge on the platform if all else fails. Finish off this beast using a combination of Crossfire and Overdrive Kills.



► Take out the Roller using the barricades to avoid its powerful attacks.

Another wave of Wads and a Roller show up. Take them out using the same methods described previously. Note also that there's an **Ammo Recharge** in the corner if needed. Once the Twisted are gone, a Rover appears.



Aya can't defeat the Rover while on the ground until she reaches a higher level and has the proper weaponry. Therefore, the goal is just to keep Aya alive. Continually dodge around the area to stay away from the Rover. If the beast catches Aya, then quickly dive into another soldier. Eventually, Gabrielle shows up in a helicopter to help save Aya.



► Dodge the Rover until Gabrielle makes an appearance.

TEMPORARY PLATFORMS



Be careful while on the platform. A few hits from the Roller and it will go down, leaving Aya face-to-face with her foe!

QUICKLY DEFEAT THE ROVER

To achieve the final Feat, you must defeat the Rover before Gabrielle arrives. This is arguably more difficult than the Roller Feat, so you may have to save this one for a later playthrough of the game. When the time comes, go in with a full Liberation gauge and maximum grenades. Use the grenades to open the Rover up for an Overdrive Kill and finish it off using Liberation.



Once Aya gains control of Gabrielle and her sniper rifle, aim at the Rover and then zoom in to get a good view. Notice one of its extremities is glowing; aim for this weak spot to bring it down.



► Hit the Rover's weak spot for a quick victory.

AREA

04 Once the Rover is defeated, follow the rooftops to the next area. After a few radio transmissions, Aya will automatically dive into one of the soldiers below, and use an assault rifle (or shotgun) to mow down the attacking Slackers.

Dive back to the sniper and look into the sky for a Stinker—follow the black fog to find it. Use the sniper rifle to take it out, then aim to the left to find two more. Don't wander around too much, though, as the black fog can inflict damage to Aya. Once the Stinkers are gone, their harmful fog will disappear.



► Look for the black fog to locate the Stinkers.



► The fog will harm Aya if she touches it.

REPLENISH YOUR AMMO

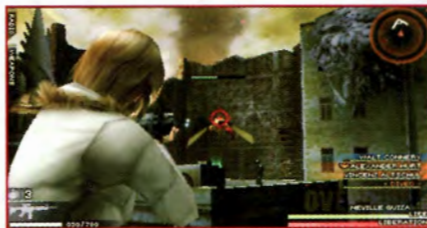
There is an **Ammo Recharge** near each of the snipers. Grab them if needed before fighting the Stinkers. Refer to this section's map to locate them.



The first two Stinkers can be found directly in front of the entrance to Area 4. As for the other two, one is located above the second sniper on the isolated building, while the other is found right above the cargo containers. Be careful when fighting these foes, as some low-flying Stinkers will appear. Use a different weapon for the flyers before returning your attention to the other ones.



► The first two Stinkers are flying above Aya's starting point.



► Don't waste any sniper ammo on the low-flying Stinkers.



Locate the soldier with the grenade launcher in the opposite corner and dive into him. Use this powerful weapon on the Roller that shows up, then destroy the red Orb in the corner.

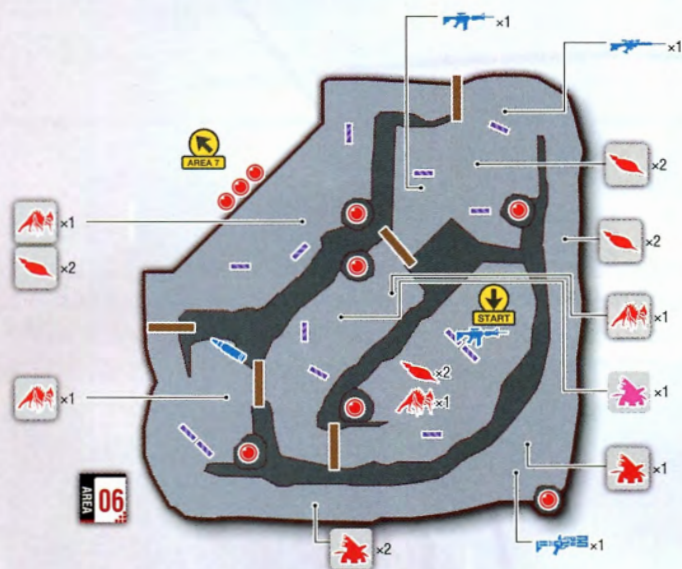
Drop down and take out any Twisted that appear while following the path around to another red Orb. Watch out—among the Twisted is another Roller! Destroy the Orb to open the exit and dispatch any remaining enemies.

AREA

05 The next area is a safe zone for Aya and four more soldiers. Use the computer to save your game, grab the **Ammo Recharge** and **+3 Hand Grenade**, and exit out the other side.

CHAPTER 2

Now part of a local war, Agent Aya Brea dispatched all enemies in the area and successfully advanced on the Babel's interior. She expected to find a Big Orb, but instead battled the Queen.



THE TWISTED:

- Wad
- Roller
- Bean
- Queen

FEATS:

- Preserve Overdrive ability
- Use satellite cannon
- Swift return from inside Babel

AREA

06

In this next area, Aya is just outside the Babel but roots block the direct path to it. Six Orbs are spread throughout the area; destroy them to reveal the paths ahead.



Help the soldier defeat the Wads and Roller, then destroy the red Orb to open the path ahead. A Bean appears next to the second red Orb. Lob a grenade at the Orb and eliminate the Bean with some gunfire.

LIMIT OVERDIVES

You must limit your Overdiving throughout this chapter to get the first Feat. Note that this only refers to switching between soldiers, not Overdrive Kills.



▶ A properly thrown grenade will destroy the Orb and hurt the Bean.

Destroy the next Orb as Aya runs by it. Wads will show up in front of her as she approaches the Orb. At that very same moment, a Roller will appear behind her. Watch out for projectiles from the Bean on the ledge above. Dispose of all the distractions before running up the ramp that leads to the Bean and the next Orb.

Two more Wads make an appearance as you approach the Bean and the next red Orb. Taking out this Bean reveals a soldier with a satellite weapon. You need to use this weapon on several enemies to get the next Feat.



Use the satellite cannon to destroy any Twisted that appear in the middle of the map before continuing down the path. Fry the Roller that appears ahead before getting too close.

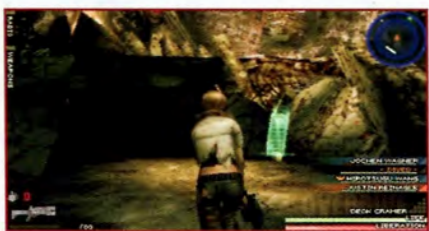


► Use the cannon on any remaining Twisted.



► Take out the Roller as soon as it appears.

Destroy the red Orb and grab the **Ammo Recharge** before entering a familiar area ahead. The Orb opened up the ramp to the ledge next to the Babel.



Proceed up the ramp and wait for a Roller to appear, then take it out using the satellite cannon. Watch out for the Bean on the opposite ledge, too. Keep eliminating Rollers until you achieve the satellite cannon Feat.



► Use the Rollers to complete a Feat.

Now you can destroy the rest of the red Orbs, including the three on the side of the Babel. This sends Aya into the next area.

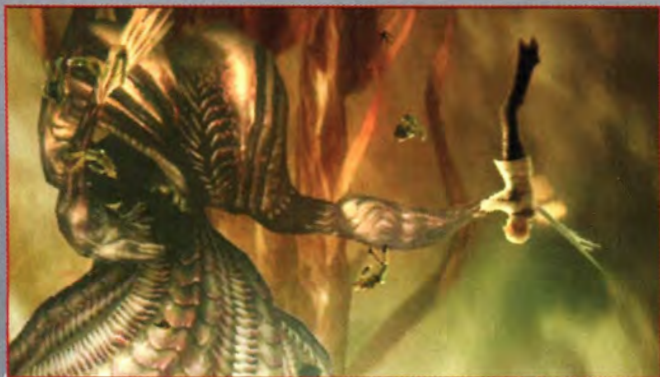


QUEEN

AREA

07

Aya finds herself floating inside the Babel alongside the Queen. She falls along with other human bodies that can be used to dive into. Aya can't move, so you must either fire at the Queen or use Overdive.



The Queen will grab Aya when she gets too close. When this occurs, you must dive into another body or it is game over.



You can eat away at the Queen's health by using regular gunfire, but this approach takes a little while. Instead, try to find the person with the sniper rifle and use it to fire into her mouth. Also, some grenades from a grenade launcher can be very effective.



► Find the person with the sniper rifle.



One way to attack the Queen is to hit one of the blue-tinted vehicles as it passes by her. This causes a big explosion and opens her up for an Overdive Kill. Be careful as you wait for the vehicle to get close enough, as the Queen may grab Aya.

Continue to attack the Queen while transferring between bodies until she is defeated. You must finish the job before the second phase of the fight to earn the last Feat for this chapter.



AT THE BOTTOM

The Queen will attempt to inhale Aya and finish her off. Keep diving into people who are farther away from the Queen to avoid getting sucked in. Eventually, Aya will be freefalling alongside her.



AREA

08

After defeating the Queen, Aya ends up at another safe zone. Use the computer to save your game and grab the Ammo Recharge and +3 Hand Grenade before exiting to the next chapter.

CHAPTER 3

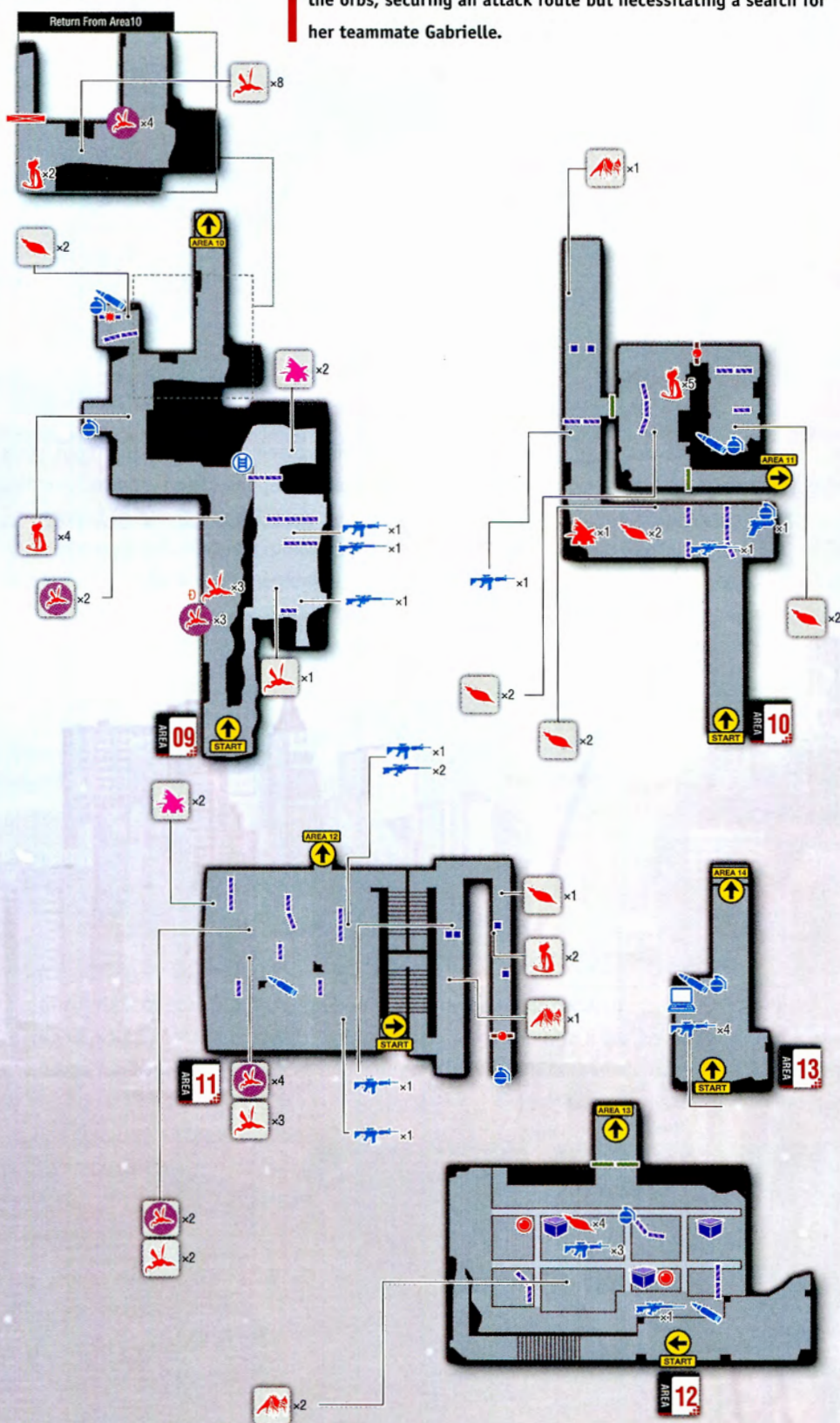
Agent Aya Brea destroyed the onslaught of Twisted and took out the orbs, securing an attack route but necessitating a search for her teammate Gabrielle.

THE TWISTED:

-  Slacker
-  Wad
-  Roller
-  Stinker
-  Bean

FEATS:

- Clear out all poison fog
- Swiftly breach the orb nest



AREA

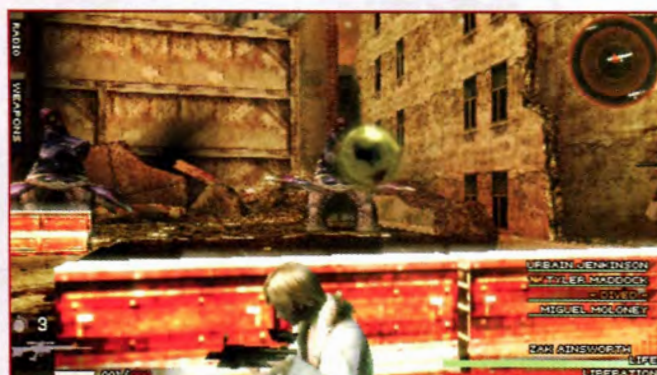
09

Stinkers have polluted this area with more poison fog, so Aya must find a way to clear the area. Run up the right pathway while fighting the mobile Stinkers. At the top, you can use an assault rifle to kill the four Stinkers along the left side, as long as you can see them on-screen. If you can't see them, dive into the soldier with the sniper rifle and dispose of them that way.



► Use the sniper rifle on the fog-producing Stinkers.

As you move past the barricades, two Beans spawn ahead. Take cover to avoid their projectiles and take them out when the coast is clear. Run up to the closest barricade and use a grenade on the left one to speed up the killing process. Another quick way to solve any Bean problem is to run straight up to them while they are still ethereal, and when they become corporeal blast them point-blank with a shotgun. Take the ladder down and follow the road past some Slackers into an opening on the left to find **+3 Hand Grenade**. Continue along the path into another opening straight ahead.



Toss a grenade into the corner once the Wads have spawned to take them and the dumpsters out to reveal an **Ammo Recharge** and **+3 Hand Grenade**. If a Wad remains, kill it and grab the goodies before moving on. More Slackers get in the way before Aya can enter Area 10. Once there, turn around and re-enter Area 9 where more Stinkers have appeared. You must eliminate the four high-flying Stinkers to obtain the first Feat.



► More Stinkers appear when you return to Area 9.

Grab the **+3 Hand Grenade** in the right corner before taking cover behind a barricade. Take advantage of the soldier with a sniper rifle and use it on the Bean, then take out the Wads.

A Roller appears around the corner and it must be defeated in order to gain access to the next area. After doing so, approach the new opening and start picking off the Slackers and Wads.

Enter the building and destroy the red Orb to enter the left hall. Follow it around to find two Wads protecting an **Ammo Recharge** and **+3 Hand Grenade**. Now backtrack to the previous room and take the other path.



► Defeat the Roller to reach the next room.



► Fire on the Twisted from the opening.



► Removing the red Orb gives you access to more grenades and ammo.

Run up the stairs and down the hall to find a soldier taking cover behind a barricade. Join him and take out the Roller. Don't go up the next set of stairs yet; instead, follow the hall to find some Slackers next to a red Orb.

Taking out the red Orb nets you another **+3 Hand Grenade**. Now return to the stairs and defeat the Wad. Take the stairs up to an outside area, at which point a couple of soldiers join Aya. Four Stinkers fly high in the air ruining the air quality below, while more Stinkers buzz around the soldiers.



► Slackers protect the red Orb.



Take out the mobile Stinkers, then dive into the solder with a sniper rifle so you can have the weapon readily available. Try to use an assault rifle to take out the poison-exuding Stinkers; if you're having trouble, then use the sniper rifle as a last resort. It is important to note that the Stinkers will continuously spawn as long as the Beans are still alive. Two Beans appear next door, so use the sniper rifle on them. Things can get chaotic here, as both Beans will fire projectiles while the Stinkers are attacking. Just to make things more difficult, the Stinkers will block your view of the Beans with their black fog. If things get too tough, use Liberation to clear the area.

An **Ammo Recharge** sits nearby if needed, but beware of walking through the fog. Once the Beans have been defeated, you can proceed to the next area, but don't forget to defeat any remaining Stinkers to compete the first Feat.



► The Beans make things difficult with their projectiles.



► The fog-producing Stinkers must be eliminated to achieve a Feat.

AREA

12

In the next area, dive into a soldier on the ground, immediately target and throw a grenade at a red Orb. Lob a grenade and do the same to the second Orb. Doing this first will get you the other Feat in Chapter 3. Now you can dive back to a soldier on the beams above and pick off the Rollers and Wads patrolling the floor. Get the **Ammo Recharge** and **+3 Hand Grenade** from the beams before diving back to the ground.



► Dive into a soldier on the ground to get access to the red Orbs.



► Doing this quickly will unlock the second Feat.



► Use the high vantage point to take down the Twisted on the ground.

AREA

13

Exit Area 12 to reach the final safe zone of Episode 2. Save your game and grab the **Ammo Recharge** and **+3 Hand Grenade** before proceeding to the final area.

CHAPTER 4

Suddenly, Gabrielle transformed into a unique Twisted—just as Emily had. Agent Aya Brea had no choice but to carry out her orders of last resort: to dispatch Gabrielle.

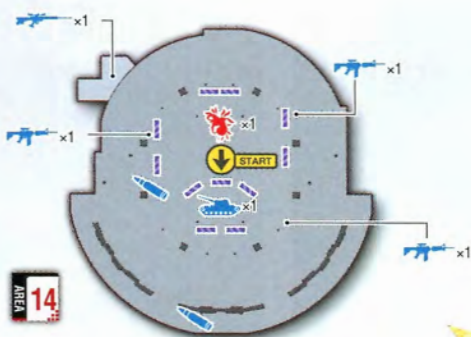
THE TWISTED:



Gabrielle Monsigny

Feats:

None



AREA 14

GABRIELLE MONSIGNY

AREA

14

Aya ends up in a big open area, expecting to find Gabrielle Monsigny, but she's nowhere to be found. As Aya looks around for her, a grotesque Twisted approaches from down the street. It is Gabrielle and she has transformed into a grotesque, flying monster.



An abandoned armored truck sits in the middle of several barricades. This vehicle ends up being very useful in this boss fight, so try to keep it around as long as possible. Numerous SWAT members, all carrying automatic weapons, also join the fray.



There are two **Ammo Recharges** available in this fight. One is located next to a light post, while the other one rests on the walkway that surrounds the bottom half of the area.



▶ One Ammo Recharge sits on the walkway near the water.

When the first phase of the fight begins, dive into the soldier manning the gun on the Humvee. Immediately start filling the boss with bullets as she circles the area. Note, however, that the weapon will overheat if it is fired for too long. If this occurs, dive into another soldier while it cools down.



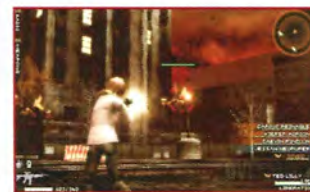
Gabrielle will roll around the perimeter firing white projectiles at Aya. Try to avoid the gunfire and don't let the truck take too much damage. Hit Gabrielle with gunfire until her health bar starts to blink, then dive into a soldier and hit her some more. When the triangle appears, use the Overdrive Kill to really bring the damage.



▶ Don't let the truck take too much damage.

Gabrielle will also release a seemingly endless stream of Stinkers to attack the soldiers. You can fight the Stinkers, but it's much wiser to continue shooting at Gabrielle.

While on the ground, take cover behind a barricade for protection while using Crossfire. Watch out for the two helicopter-like projectiles that Gabrielle releases, as they are capable of destroying a barricade on impact.



When Gabrielle sets up between the two buildings from which she entered, she will become surrounded by four Stinkers and start to generate golden projectiles. Here you have a choice: you can

hit her with gunfire from the Humvee until the projectiles start heading toward Aya, or kill off the four stinkers to stop her from shooting the projectiles altogether. If you choose to attack, dive into a soldier to redirect the projectiles once they're released. Aya can also eliminate the four Stinkers that surround Gabrielle to stop the projectile.



▶ The golden projectiles will cause lots of damage to the Humvee.



▶ Dive to a soldier to redirect the projectiles.

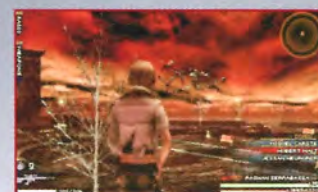
Continue to hit Gabrielle with gunfire and use Overdrive Kill when available until her health is depleted. At this point, Gabrielle makes another small transformation into a blue form.

During the second phase of this fight, Gabrielle will eventually turn into a Stinker and surround herself with other Stinkers. They will swarm around as they attack before they fly high into the sky.

When this occurs, you will see a red laser attempt to target Aya. Run away from it or a vortex will immobilize her and it's Game Over. After three attempts, the Stinkers will come back down to ground level.



▶ Gabrielle will hide amongst the other Stinkers.



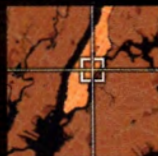
▶ Use the sniper rifle to target the glowing Stinker.

When Gabrielle hides with the Stinkers, switch to the sniper soldier (he's on the ledge around the outer rim). Use his sniper rifle to target the swarm and find the glowing Stinker. Hit it to cause Gabrielle to revert back to her original form.

Watch out for Gabrielle's decent kill move, which can grab Aya and finish her off. Just like the fight against Emily Jefferson, dodge and Overdrive to other soldiers to avoid the attack. The easiest way to deal with this attack is to jump into the Humvee because it will protect Aya from the Orbs. If they get her, immediately dive into another SWAT member.

Keep up the tactic of switching between the truck and soldiers while continually pumping lead into the boss. When her health bar gets low enough, finish her off with one last Overdrive Kill.

AGAINST THE WORLD



OPERATION RED FOG

LOCATION: Grand Central

LOCAL TIME: 12:48 01/07/2012



The military sent Russo's elite Delta Force squad to get intel on the Babel in Grand Central Station, then destroy the strange life-form.

CHAPTER 1

THE TWISTED:

Slacker

Reaper

Rover

Snatcher

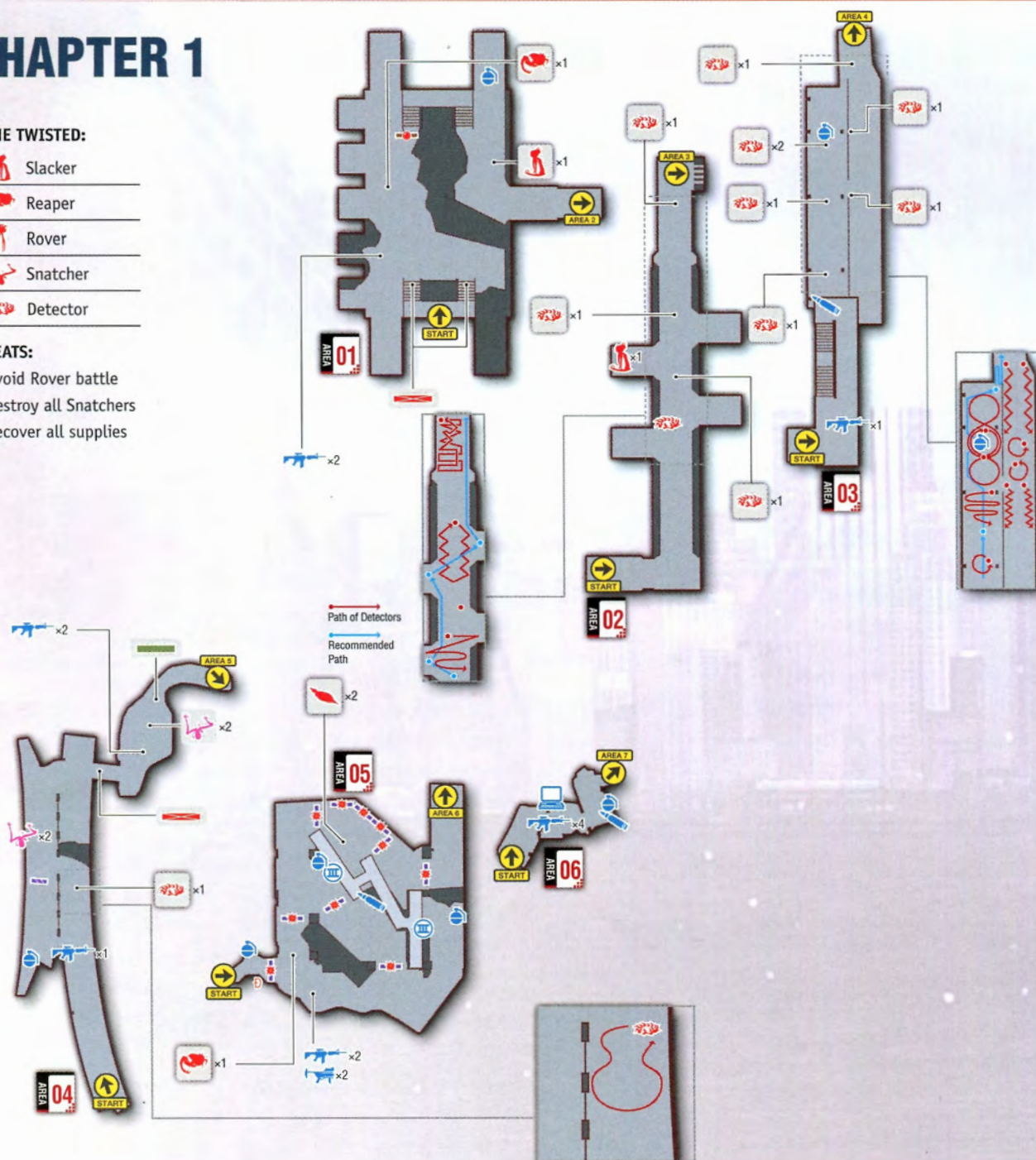
Detector

FEATS:

Avoid Rover battle

Destroy all Snatchers

Recover all supplies



AREA 01 Aya starts this Episode inside a Delta Force member located in Grand Central station. Just ahead a Babel has sprouted inside the station

and just to the left there's a red Orb. Follow the leftmost steps down and stop at the bottom. Target the Orb with a long-range weapon and destroy it before continuing.



► Take out the Orb from a distance or while running toward it.

Your next step causes a Reaper to appear. High-tail it to the steps ahead and the Reaper will vanish. Utilize the two soldiers if things start to get messy. Follow the steps



around and quickly target the Slacker. Take it out before grabbing the **+3 Hand Grenade** in the nearby corner.



COLLECT THE SUPPLIES

One of the Feats in this Chapter is to collect all of the supplies. Refer to the maps to find the Ammo Recharges and +3 Hand Grenades.

AREA 02 The next area introduces the Rovers' detectors. Watch the pattern of their movements to find the right time

to pass by. When the time is right, run into the alcove on the left to avoid the first detector. Wait for it to pass by again and make a sharp left out of the alcove. Duck into the next alcove on the left and eliminate the Slacker.



THE ROVERS' DETECTORS

HYDE BOHR: They're the Rovers' detectors.



These detectors will follow a particular pattern on the ground. If Aya comes in contact with it, she will be stopped and knocked down—giving the Rover a chance to finish her off. Run away from the Rover to stay alive. You must avoid all of the detectors in Chapter 1 to achieve one of the Feats.

Once the Slacker is defeated, wait for the second detector to pass by and then cut across to the alcove on the other side of the hall. Wait for the detector to pass by again, then make a sharp right out of the alcove and run to the next section. A third detector will appear prior to the exit; dodge past it when it pauses to the left.



► Cross the hall after the detector goes by.



► A third detector will appear if you make it this far without being detected.

AREA 03

Run past the steps to find an **Ammo Recharge** before diving into the soldier you passed on the way. Follow the steps down to the lower level. To get the supplies Feat, you must stay on the platform; otherwise, you can hop down to the tracks on the right. Either way, be wary of all the detectors.



► Stay on the platform to collect the supplies.

Watch the patterns of the first two detectors and run past when the opportunity arises. One strategy is to wait for the first detector to finish its pattern and pause, then you can run past it safely by keeping to the left. This works for the second detector as well. Wait for the next two detectors to create an opening near the **+3 Hand Grenade**. Cut through and hop down to the tracks, where two more detectors dance around. Wait for them to complete their pattern and disappear before exiting the area.



► Wait for the last two detectors to finish their pattern.

AREA 04

Hop into the opening on the left where another soldier waits and grab the **Grenades** in the corner. Two Snatchers hang from the ceiling ahead. Use Crossfire and Overdive Kills to eliminate them. These Snatchers will just hang from the ceiling and fire black projectiles at Aya. Once defeated, turn right at the train car and enter the room ahead. Two more Snatchers are hanging out here. Quickly take them down to complete the Snatcher Feat and then exit out the other side.



SNATCHER FEAT



► You must destroy all of the Snatchers to get one of the Feats.

Remember that one of the Feats in this chapter involves defeating all of the Snatchers. If you don't want this Feat, just run past them.

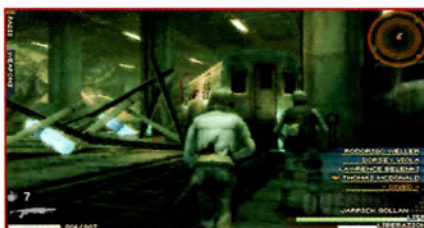
AREA 05 Entering this area without having been detected unlocks the "Avoid Rover Battle" Feat. There are several piles of rubble preventing Aya from getting through this area. Simply toss a grenade at the piles to reveal the path. After destroying the first one, four soldiers show up.

GRAB ALL THE SUPPLIES

There are four supplies in this area that must be picked up to complete one of the Feats. Follow this walkthrough to find them all, or refer to the map at the beginning of the chapter.



► Open the pathway by tossing a grenade at the pile of rubble.



Toss a grenade at the rubble on the left, then move down the right side to the end of the train car. Toss a grenade at another pile from this location. Quickly enter this new opening and grab the **Ammo Recharge** in the corner.

► Quickly move through the opening and grab the Ammo Recharge.

At this point, a Reaper enters the room. Dive into the soldier on top of the train and go down the nearby ladder to get a **+3 Hand Grenade**. Now go back up the ladder and follow the train car path to another ladder and climb down for another **Grenade** supply. This gets you the supplies Feat.



► Stick to the top of the train car to get the rest of the supplies.



Blast away the rubble that blocks the path, then continue to dive between soldiers to avoid the Reaper until Aya reaches the exit. If the Reaper gets too close, dive back into one of the previous soldiers to lure it away, then return to the original soldier and keep going.



► Use Overdrive to avoid getting caught by the Reaper.

AREA 07 An infrared trap is located to the left, but it must be avoided if you plan to get the third Feat. This is pretty simple—just don't walk into them. Climb the ladder to the top of the train car to meet up with a sniper.

Immediately run around the barricade to where a Bean starts to appear. Target it and toss a grenade once it rises up. Use Overdrive Kill when the triangle appears and then finish it off with gunfire.



► Use grenades and Overdrive Kill to finish the job.

Drop down the nearby ladder and grab the **Ammo Recharge**. When the Slackers appear behind Aya, target the middle one and take them all out with a grenade before returning to the train cars. Follow the path of train cars until two Beans appear. Return back to the location where the first Bean appeared and use the wall for cover. Defeat the Bean on the left-hand side before proceeding to the barricades up ahead.



► Take out the left Bean from this position.

Move the sniper soldier up to the position where the wall is, then move the other soldier up to the barricades. Switch between the two soldiers to take down the last Bean. Once defeated, follow the path to Area 8.

AREA 08 The second Feat for Chapter 2 involves destroying all the Orbs (six total). While doing this task, beware of several infrared traps. Take cover behind the barricade on the right and eliminate the red Orb on the ceiling before changing focus to the Snatcher, otherwise the Snatcher will keep coming back. From this position, two infrared traps are visible. Step up to the one on the right and find the red Orb on the other side that is blocking Aya's path. Take it out from here.



► Destroy the red Orb from this safe spot.

Head back toward the barricade and through the opening to the right until you spot the next red Orb. Blow it up, then



proceed to the next area where two new types of Snatchers appear. These foes will grab the soldiers and take them away.

DON'T LOSE THE SOLDIERS

If an enemy snatches up a soldier and takes him away, you can kiss one of the Feats goodbye!

Three soldiers join Aya in this room, so use Crossfire to eliminate the Snatchers along with the red Orb on the ceiling. If one of the soldiers gets nabbed, concentrate all your gunfire on that particular Snatcher. The soldier can still be saved before the Snatcher reaches its goal.



TAKE OUT THE RED ORB

Try to dispose of the Red Orb located on the ceiling as soon as you enter this area. Snatchers will continue to spawn until it is gone.



When all the threats are subdued, take out the red Orb on the side of the room opposite the train tracks, grab the **Ammo Recharge** and dive into the sniper (you will need him for the next area). Destroy the final red Orb and immediately run through the opening to the far wall adjacent to the infrared trap (take note that a detector will spawn while running past). Turn around and watch the detector's pattern. When the coast is clear, run through the final opening. Pick up the **+3 Hand Grenade** to the right and follow the tracks to exit the area.



► Watch the detector's pattern to find the right time to leave.

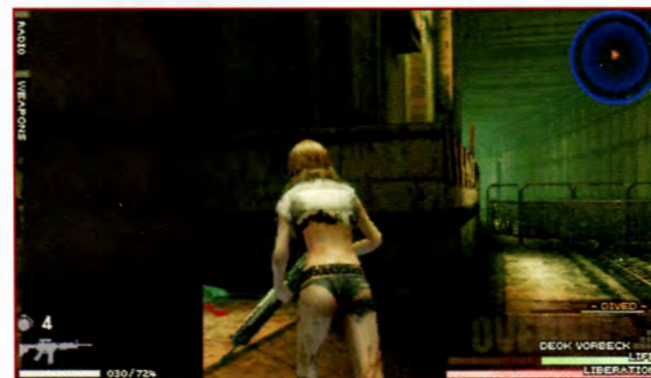
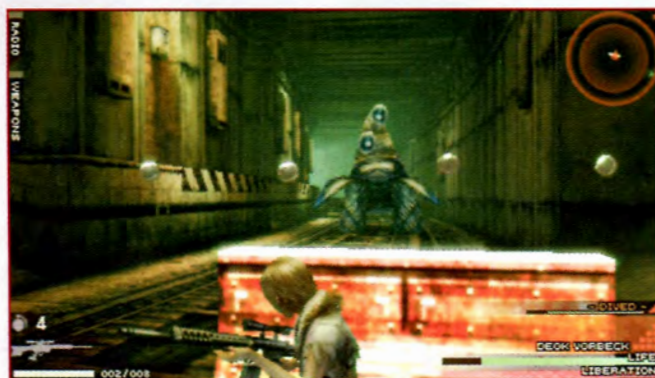
09 AREA

A Slacker greets Aya at the entrance. Be advised that this guy is tougher than the average Slacker. Take a couple steps forward and use the sniper rifle to zoom in on a Bean. Take it down from this safe distance, dodging its projectiles if need be. You can also wait and take it out later with a grenade.



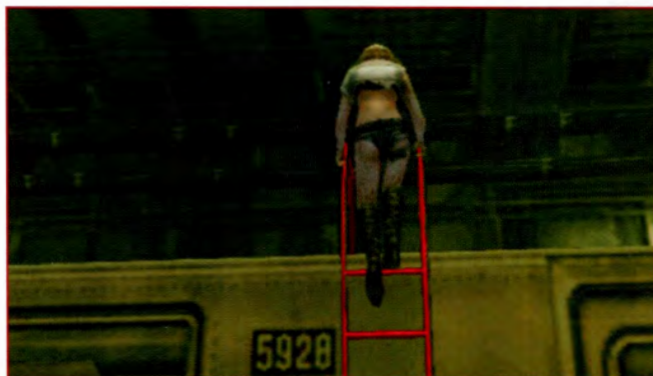
► With a sniper rifle, you can attack the Bean from a greater distance.

Another Slacker will ambush Aya from the right. Eliminate it before ducking into the opening on the left so that the soldier inside will follow Aya. Continue down the tracks and defeat the Snatcher on the ceiling and another Bean. Once the Bean is eliminated, locate the **+3 Hand Grenade** in a nearby cubbyhole.



► A +3 Hand Grenade is here for the taking after defeating the Bean.

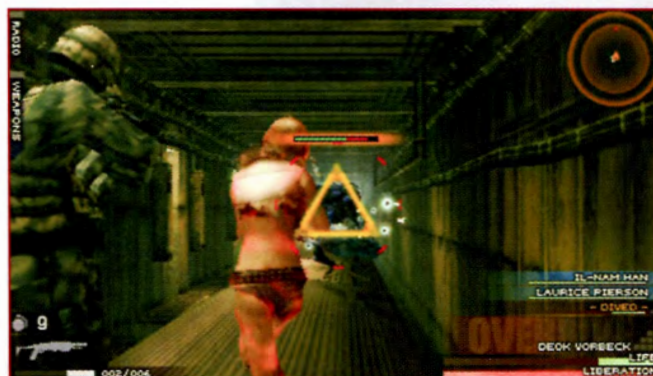
Backtrack to another opening on the same side as the grenades. Inside you'll find a soldier, ammo supplies, and four Snatchers—the type that will carry Aya away if caught. Once they are defeated, the exit opens. Cross the tracks and climb atop another train.



AREA

10

This train starts moving along the tracks. Wait at the back of it for two more soldiers to join and then start walking toward the front. When a Wad appears on the left, turn around and shoot down the two Slackers that ambush Aya from behind. Continue to walk toward the front, fighting Wads and Slackers in the process. Once they are all eliminated, the train crashes and Aya is thrown into the final area of Chapter 2.



▶ Watch out for the two Slackers.

AREA

11

In this area, nine Snatchers will appear, so be ready for a big fight. Three soldiers are there to assist and an **Ammo Recharge** sits in a corner by the start point if needed. Don't let any soldiers get taken, or you'll lose a Feat.



COME PREPARED!



Use Liberation when available.

It's nice to enter this area with a full Liberation gauge. It also helps to have a high-impact weapon, giving you the ability to Overdrive Kill more often.

Basics

Characters

Weapons

Gear

Screenshot 0

Episode 1

Episode 2

Episode 3

Episode 4

Episode 5

Episode 6

Walkthrough

Feats

Energy Chips

The Twisted

Case Files

Secrets

As before, if you see a Snatcher grab one of the soldiers, concentrate all your gunfire on that Snatcher. If one grabs Aya, dive into another soldier. You will need to carefully watch the Snatchers until backup arrives. You can dodge their grab move with perfect timing as a last resort.

Continue to fire at the Snatchers until the area is clear and safe again. If you managed to get through this chapter without allowing a soldier to be taken, you will unlock the Feat.



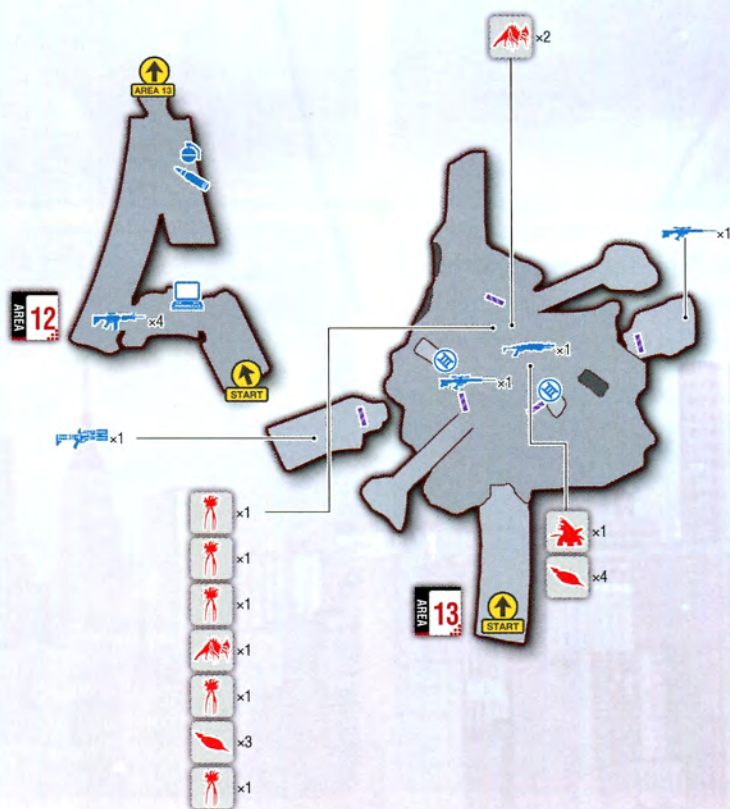
► If a soldier gets taken, concentrate all fire on the culprit.

AREA 12

The final area before Chapter 3 is a safe zone. Use it to save and restock before facing the final area of Episode 3.

CHAPTER 3

Agent Aya Brea skillfully Overdived to avoid the Rover's sharp tentacles that threatened to skewer her. One blast from the satellite cannon and the monster was done for.



THE TWISTED:

- Wad
- Roller
- Rover
- Bean

FEATS:

None

The final area of Episode 3 isn't a boss fight, but it is still a tough fight. Two soldiers join Aya in the middle of the area with only a few barricades to use for cover. Hop down and immediately take cover as two Rollers drop into the fray. Use Grenades to speed up the fight. Once the sniper arrives on the ledge above, use him to finish off the Rollers.

At this point, a Bean and some Wads appear. Pump all of the sniper rifle ammo into the Bean before switching to the Wads. After the Bean teleports to the ledge next to Aya, use your other weaponry to take him out and then finish off any remaining Wads.



► Use the sniper rifle on the Bean.



► When close, use an assault rifle to finish it off.



The fun begins when a Rover joins the fight. Shortly, a soldier sporting a satellite cannon drops in on the ledge opposite the sniper. This weapon is very useful against the Rovers. Line up the target underneath the Rover and blast away.

If a Rover gets too close to the soldier with the cannon, dive into a soldier on the ground. Dodge the Rover's advances and wait for another satellite cannon to join in. Use this soldier to eliminate the rest of the Twisted and complete Episode 3.



THE MOMENT OF TRUTH



OPERATION BLUE HAIL

LOCATION: N. Shallows Tower

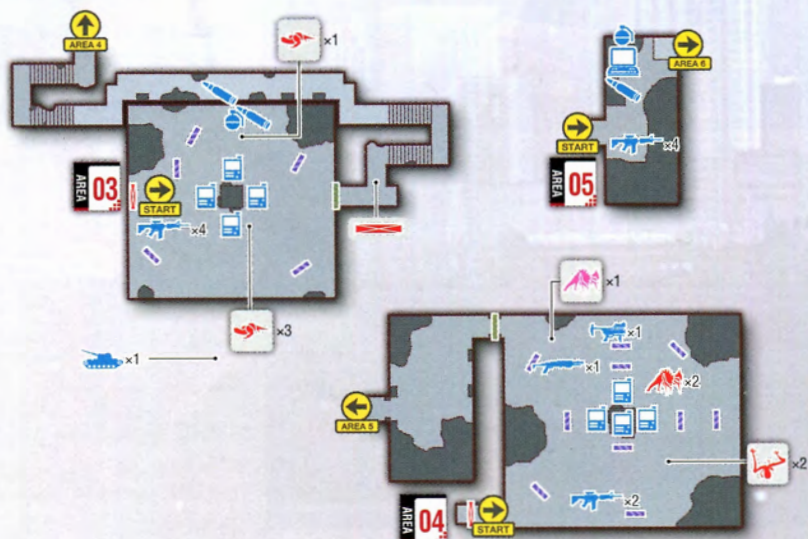
LOCAL TIME: 04:27 02/15/2014



Coalition Forces mustered the remaining troops and moved on the North Shallows Tower—Kyle Madigan their ultimate target. Fighting continued as they set explosives to destroy the tower.

CHAPTER 1

AREA 01



THE TWISTED:

- Wad
- Roller
- Snatcher
- Worm

FEATS:

- Secure barricade
- Tank team survivors unharmed
- Swiftly breach tower

01

The start of this Episode finds three Coalition Forces tanks battling a giant Worm, also known as a Spawn. Two smaller Worms, or Runts, are positioned in the middle of the area attacking the tanks.

All of the Worms will spit fireballs at the tanks. In order to get the Feats, you must shoot down any projectiles that are headed toward a tank. Once a projectile is fired, use the tank's machine gun to knock it out of the air.



► Use the machine gun to knock the projectiles out of the air.



Take out the Runts but also be wary of any incoming projectiles. Try to avoid overheating a tank's machine gun, since you don't know when you will need to shoot down the fireballs.

Once the Spawn is the only remaining foe, focus your fire on its sweet spot—the mouth. Continue to concentrate all your efforts on the mouth, while knocking down any projectiles until the Worm falls.



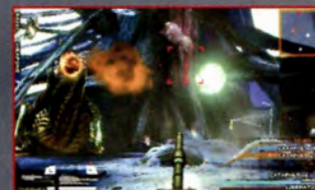
EARNING THE FEATS

One Feat requires you to complete this area without losing any tanks. Another requires that you eliminate the Worm very quickly. This will necessitate some quick, accurate gunfire from the tanks to complete both tasks.



IMPACT!

The Spawn will also fire a bluish projectile on occasion. If this projectile hits the ground, it will spawn another Runt. Do not let these hit the ground!



02

Now inside the tower with more Coalition Forces, the mission is to blow it up with C4. Locate the box with the green light on the pillar just ahead; this spot indicates where Aya needs to plant the C4. Walk up to it and hold down \otimes until it is planted.



► Use the shotgun to take out the Wads.

Walk around the pillar and plant two more C4 explosives where indicated. Once that is done, dive into the soldier wielding the shotgun and use it to blow away the Wads before exiting out the other side.

AREA

03

The central pillar in this room is the next target. Plant one C4 straight ahead and then proceed around to the left while planting the rest. A Worm will appear on the opposite side of the fourth C4. Hopefully at this point, Aya will be planting the last one. If so, the pillar will block her from harm.



SECURE BARRICADE FEAT

KUNIHICO MAEDA
We don't want to take out any of our own men.



In this area and the next, there are several barricades that must remain intact to achieve this Feat. This means preventing a Worm or Roller from charging and destroying the barricades. Also, employ caution when using the tank as its cannon will destroy them. Try using accurate shots from the machine gun to defeat the Worms.

The Worm has two attacks it will try on Aya. First, it will attempt to inhale anything in front of it. If successful, it will burrow into the ground and end your game. Dodge away from the Worm to avoid this fate.

The Worm will also shoot fireballs at Aya. When they hit the ground, they will ricochet in another direction twice before disappearing. Keep dodging away from these things to avoid taking damage.



► These fireballs are not done when they hit the ground.



Attack the Worm from the left side of the central pillar to draw its attention away from the barricades. Use Crossfire and Aya's most powerful assault rifle to deplete the Worm's health and cause it to molt. Next, use grenades and a weapon with high B-impact to open up an opportunity to use Overdrive Kill. Watch out, as the enemy will become more agile in its movement after molting.

Beware when the Worm spews out lava. When its mouth opens wide, move a safe distance away and continue to deplete its health with grenades, gunfire and Overdrive Kill. There is a **+3 Hand Grenade** and **Ammo Recharge** on one side of the room, if needed.

Once defeated, three more Worms will enter the room. Fortunately, Maeda informs Aya about a tank sitting just outside. Dive into it and clear out some windows with the machine gun to get a better view. Feel free to use the cannon to take out the Worms, but doing so will make it difficult to keep all the barricades intact. Once this trio of Worms is defeated, dive into another soldier and exit the room. Another **Ammo Recharge** is located in the hallway that leads to Area 4.



► Take out the Worms with the tank's machine gun.



The next room has yet another pillar that needs to be taken down with C4. There are three soldiers in this room that can provide assistance and one of them is carrying a grenade launcher.

Two Rollers are fighting the soldiers when Aya arrives. You can dive into the soldier with the grenade launcher and use it on the Rollers, or immediately go to the pillar and start planting the C4 to make them disappear. Continue around the pillar and plant the rest of the C4. When the Snatchers emerge on the ceiling, use Crossfire and Overdive Kills to clear the room.



► Fight the Rollers...

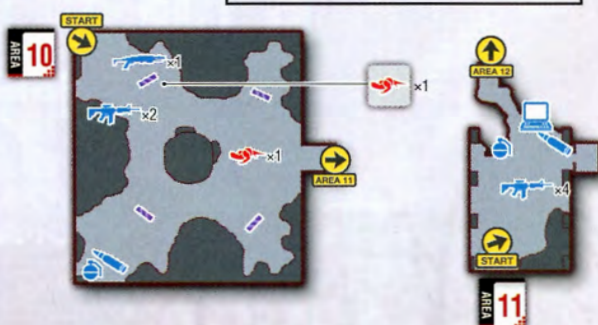
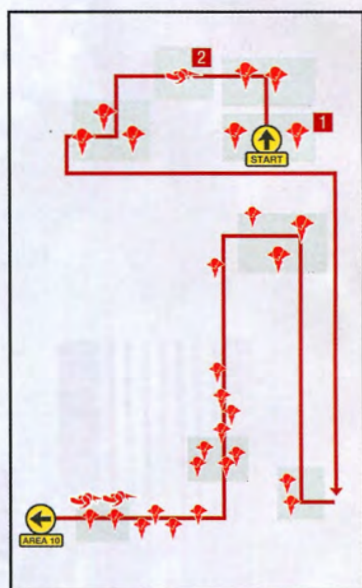


► ...Or, plant the first C4 to get rid of them.

Take the elevator to the next area, which is a safe zone. Save your game and restock before dropping down the hole and continuing to Chapter 2.

CHAPTER 2

Agent Aya Brea faced a tough battle against the crocodilian Worm and the projectiles it shot from its mouth, driving off the creature while the explosive-planting mission continued apace.



THE TWISTED:

- Wad
- Roller
- Bean
- Snatcher
- Worm
- Spitter

FEATS:

- Reinforcements survived
- Secure air supremacy
- Assist with retreat

AREA

06

A Roller and two Snatchers are positioned in this area, plus there are three spots where C4 needs to be planted. This task shouldn't be too difficult; just take out the Twisted and plant the C4. The only drawback is the enemies will respawn until all the C4 has been planted.



As soon as Aya enters, dive into the far sniper and use his sniper rifle to take out the Roller. Now dive back to another soldier and plant the C4 while dodging the Snatchers' attacks.



► Use the sniper to take out the Roller.

If another Roller spawns in the meantime, switch back to the sniper and take it down from afar. Once the Twisted have been defeated, switch to the sniper and grab the **Ammo Recharge** before exiting the room and heading up the stairs.



AREA

07

Upon entering this room, Aya notices that the wall to the outside has been destroyed. Two soldiers join her in a very daunting fight with three Worms.



Just try to stay alive until backup arrives by dodging the worm's attacks and diving between the soldiers.

Once the helicopter arrives, dive into the pilot to take command of it. Use the machine gun and rockets to defeat the Worms as quickly as possible. Once they are defeated, dive back into one of the soldiers inside and exit the room.



CONTROLLING THE HELICOPTER

Use the analog stick to move around. You can't move too far, but it is enough to avoid projectiles. The L button controls the machine gun, while the R button controls the rockets. There are two reticles—a circular one for the machine gun and a square one for the rockets. This way, you can fire at two targets at once! Use the directional buttons to switch targets. Just like in the tank, the machine gun will overheat if it's used for too long.

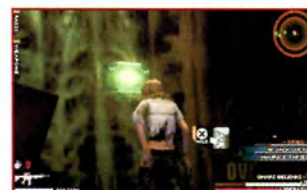
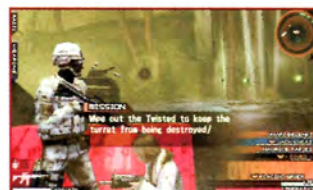


AREA

08

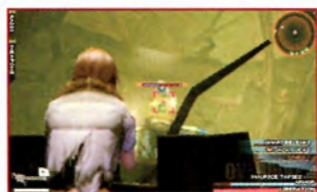
This room is the last place that requires the planting of C4 before blowing up the Babel, so let's get to it! Aya is joined by two foot soldiers and a Humvee, they must combat some Wads that spawn near the truck and a Bean spawns across a small ravine.

Immediately dive into the truck and destroy the Wads. Then dive back into one of the other soldiers and plant a C4 in one of the five locations along the right-hand wall.

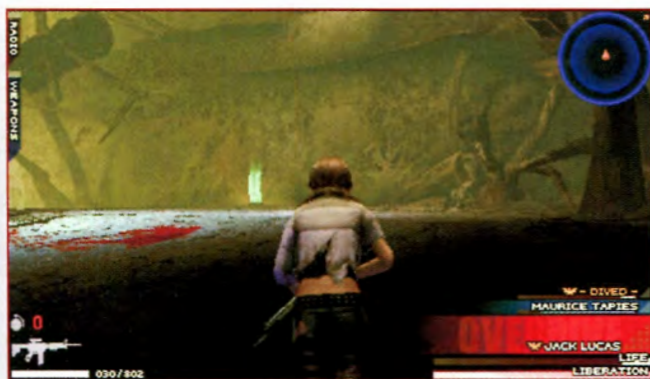


► Quickly plant the C4 before new enemies spawn.

Return to the truck and aim for the Bean on the other side of the room. This gun will tear through it in no time. Continue to bounce between the truck and foot soldiers while planting the rest of the C4. Finish off the Twisted to start the countdown.

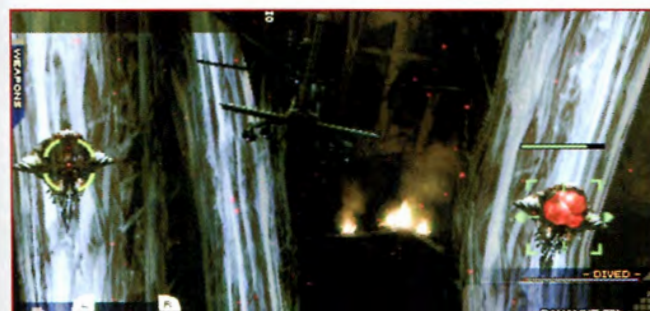


It appears our heroes are trapped, so while you wait, go grab the **+3 Hand Grenade**. Fortunately, or unfortunately, a helicopter plows into the side of the building creating a makeshift exit.



▶ Grab the +3 Hand Grenade during this break.

AREA 09 Drop down to the lower level where Aya is automatically transported to the pilot of another helicopter. This area resembles a shooter-on-rails. Simply use the machine gun and rockets to destroy the Spitters lining the outside of the building.



COMPLETING THE FEATS

Secure air supremacy



Two Feats can be achieved during this section. To get the "Secure air supremacy" Feat, you need to take down at least 20 Spitters. You will get the Feat message as soon as you reach the correct number. To achieve the second Feat, you need to help the soldiers who are fighting the Worm.

The Spitters are invincible in their closed state, but they have to open up to fire their red projectiles. Wait for them to do so, avoid their projectiles, and finish them off.

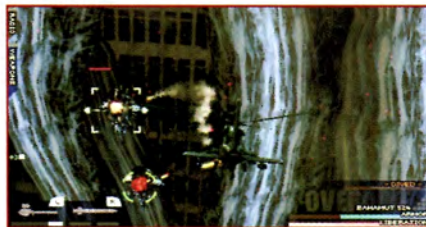


▶ Hit the Spitters when they open their carapaces.

After disposing of several Spitters, the helicopter floats past an opening in the building. Inside you can see a couple of Coalition Forces members fighting it out with a Worm. Immediately focus the helicopter's fire on the Worm to save the soldiers. Defeating it earns you a Feat.



The helicopter flies past several more Spitters. Try to fire only when their mouths are open and remember that you can switch targets by pressing the left and right directional buttons. Along with the last two Spitters, there are a couple of Worms inside the structure. Exterminate the Spitters before firing on the Worms. The helicopter will stay in that spot until they are defeated.



AREA

10

Once cleared, the helicopter flies up to the observation deck where Aya dives into one of the soldiers. She is joined by three more soldiers who are fighting a Worm. Supplies can be found in the right corner, if needed.

Use grenades or a high-impact weapon to open up the Worm to an Overdrive Kill. Once it molts it will also be more vulnerable to Aya's regular attacks. After it is defeated, another Worm appears. Take it down in the same way before exiting to the next area.



► Grab the supplies in the corner before fighting the second Worm.

AREA

11

You have reached another safe area. Take this opportunity to save and restock. Go through the door to end up on the roof with Kyle Madigan.

CHAPTER 3

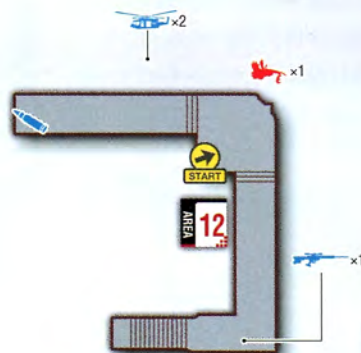
At last Agent Aya Brea confronted Kyle Madigan, to whom she'd once pledged eternal love. She was determined to destroy him in order to save her little sister, Eve.

THE TWISTED:

Kyle Madigan

FEATS:

None



KYLE MADIGAN

AREA 12

Kyle has turned into a flying Twisted who patrols the perimeter of the building. The military is counting down to a tactical nuclear strike, so Aya only has 10 minutes to finish the job.



Kyle sends out a bunch of blades that will slice through Aya. They line up in a vertical or horizontal pattern and can be tough to dodge. He can also shoot a series of white, arrow-like projectiles that seek out their target. Dodge them by rolling away to the side.



He will occasionally perform a defensive maneuver that generates a bunch of spheres that surround him. These will draw your fire away from his body.

It is important to note that if Aya does not dispose of the spheres quickly Kyle will use them to perform a special attack. The attack will cause time to jump forward, depleting the clock a significant amount.



Just like previous bosses, Kyle has a decent kill to use on Aya. If they grab her, it is game over unless you dive into another body. Avoid his attacks while waiting for backup to arrive in the form of two helicopters. Dive into the helicopter closest to the boss and start firing away. The machine gun and rockets are very effective, so light him up.

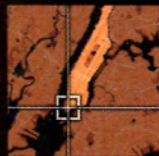


Continue to use the helicopters to tear Kyle apart until his health is depleted. After a short cinematic, you get the opportunity to pump him full of lead and finish the job by performing an Overdive Kill.





THE COUNTERATTACK

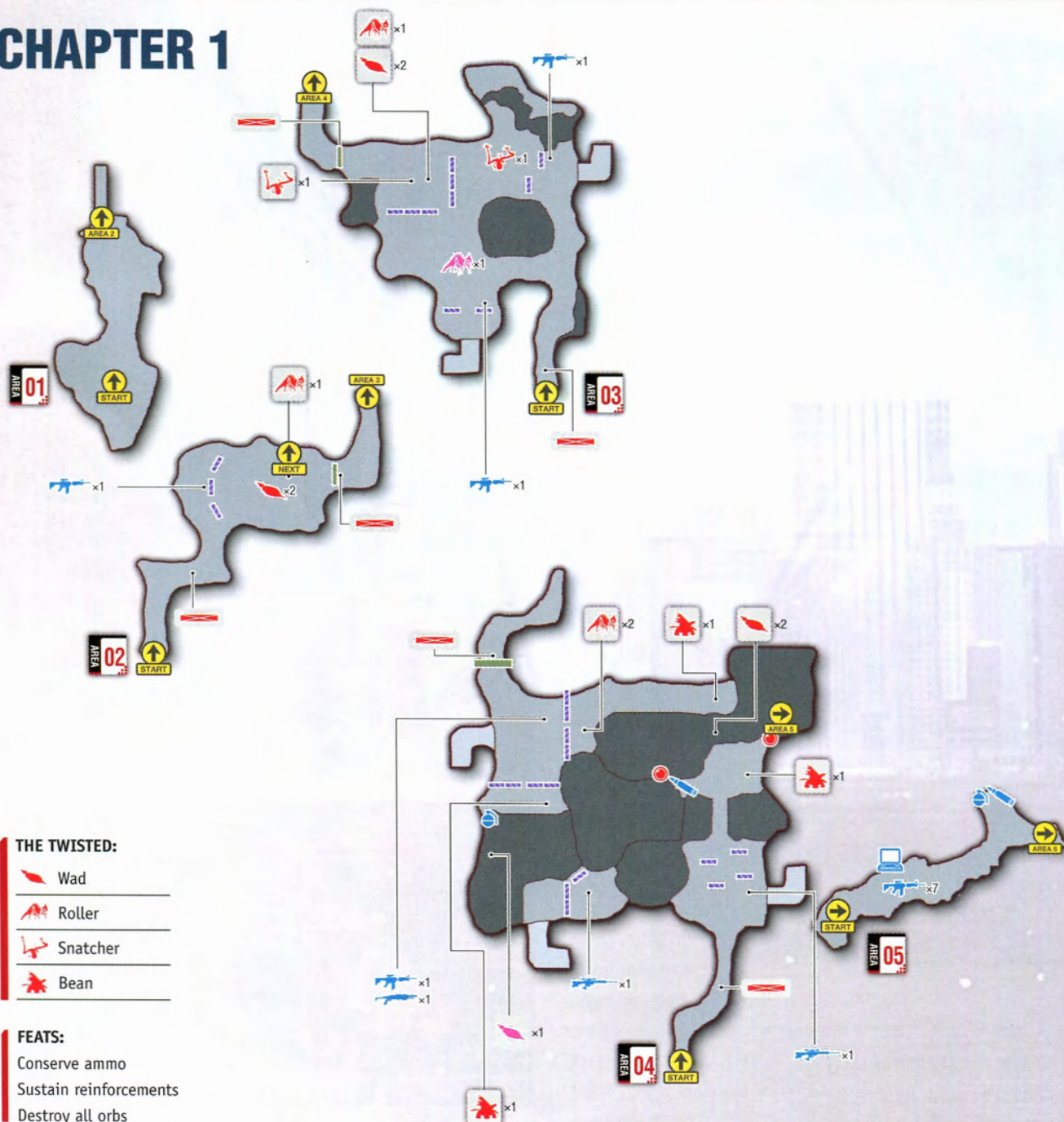


OPERATION SCARLET SNOW
LOCATION: Lower Manhattan
CURRENT TIME: 19:40 02/16/2014



The Babels fused to create the Grand Babel, a huge stronghold. Clinging to what little hope remained, the surviving troops in on the Twisted's den to bring it down.

CHAPTER 1



01, 02

Aya begins her final mission alongside the Coalition Forces. Surviving troops move in on the Grand Babel in an attempt to bring it down. Area 1 is just the entrance to the Grand Babel, so head on into the Grand Babel to find out where the real action is.



03

From the start, there are two choices of where to go. To the left a soldier fights a Roller, while straight ahead a soldier is battling a Snatcher. Go left first and defeat the Roller.



CONSERVE AMMO

To get the first Feat, you must defeat the minimum number of Twisted required to move through the next three areas. Only defeat the enemies that unlock the exits.



Aya is joined by another soldier. Assist him in defeating the two approaching Wads. They must be eliminated for the Roller to join in. Quickly defeat it and let Aya heal a bit before continuing to Area 3.



► The Wads and the Roller must be killed to proceed.

SUSTAIN REINFORCEMENTS

KUNIHICO MAEDA
These are Hyde Bohr's tracks.



To unlock the second Feat, all soldiers must survive in this chapter. Remove the tough enemies quickly to keep them off the reinforcements. To make this Feat attainable, try using a grenade launcher.

Dive into the other soldier and eliminate the Snatcher overhead. At this point, a Roller and two Wads appear in the area ahead. Take cover behind a barricade and team up with the other soldiers to defeat the Roller right away. Once the Wads are defeated, a Snatcher appears. Knock it off the ceiling to open the exit to Area 4.



► Team up to quickly decimate the Roller.

AREA

04

You can rest at the entrance before moving onward. While walking toward the barricades ahead, a sniper and another soldier across the gap join the fray. When the Beans spawn, launch a couple of grenades at the closest Bean and take it out with an Overdrive Kill. Afterward, use the sniper rifle to finish off the second Bean. If you have a shotgun equipped, you can make short work of the Beans by running up to them and shooting them at point-blank range.



► Use the sniper rifle to take down the second Bean.

DON'T ATTACK THE WADS



Wads also spawn in this area but you don't need to defeat them to advance, so ignore them and focus your efforts on the bigger Twisted. If you waste ammo on them, you'll lose the Conserve Ammo Feat.

Two red Orbs sit near the Beans' location, so destroy them to get the third Feat. Grab the **Ammo Recharge** before diving into one of the two new soldiers near the exit.



► Destroy the two Orbs to achieve a Feat.

Two Rollers appear on the other side of the barricades. Use some grenades and Overdrive Kills to defeat them before exiting the area. Also, a **+3 Hand Grenade** sits in the corner, if Aya runs low on them.

USE LIBERATION



This is a really difficult area to get through, especially if trying to obtain all the Feats. Use Liberation if you get in a pinch to make things easier.

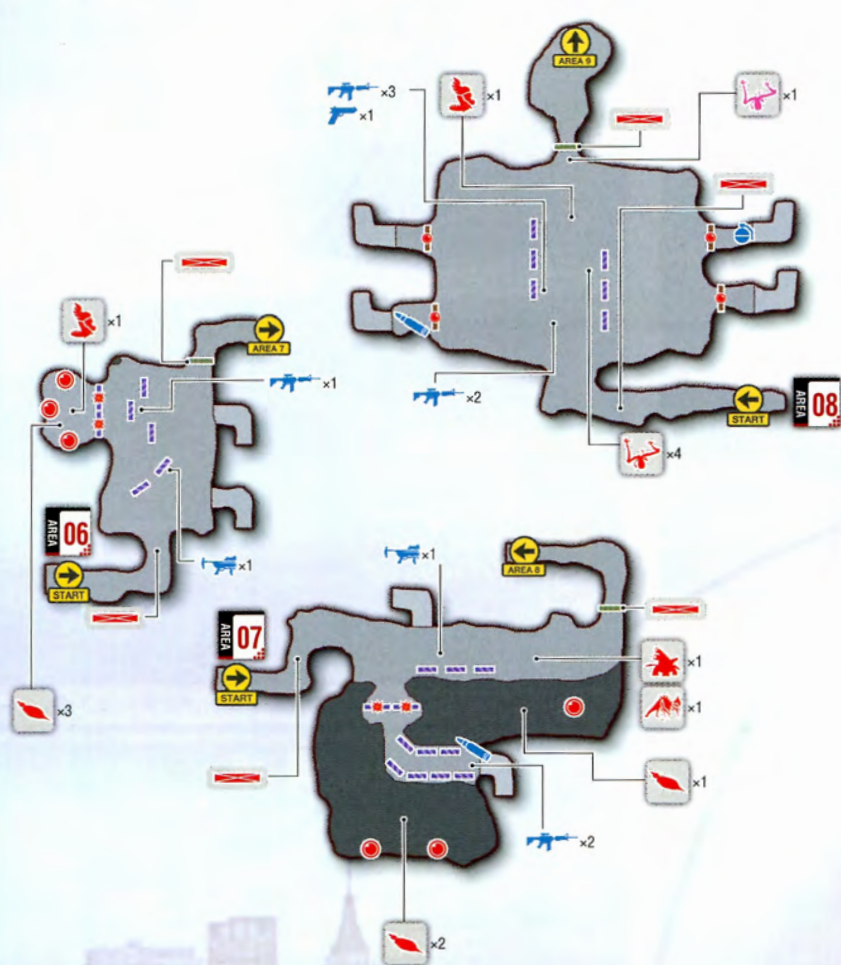
AREA

05






You have reached the first safe zone of Episode 5 and it couldn't have come soon enough. Take this opportunity to save and restock before moving on to Chapter 2.

CHAPTER 2

The troops encountered Mudflaps, which shared the Queen's latent abilities. Agent Aya Brea used her unusual psychokinetic attacks to destroy the vicious Twisted.



THE TWISTED:

-  Wad
-  Roller
-  Snatcher
-  Bean
-  Mudflap

FEATS:

- No allies turned into Twisted
- Act fast in first Mudflap battle
- No backup on second Mudflap

AREA 06 The Mudflap enemy makes its first appearance in this area. This Twisted has some new abilities that make defeating it very challenging. It uses psychokinesis to pick up soldiers hiding behind obstacles and bring them closer for the kill. While in close, the Mudflap will turn its prey into a Twisted. If Aya gets grabbed and taken to the Mudflap, just back away to a safe distance before she gets hit.



► Move away from the Mudflap before Aya gets turned into a Twisted!

Aya is joined by two soldiers in this first area. Dive into the one with the grenade launcher and toss a grenade at the blue wall to lower it and reveal a Mudflap surrounded by three red Orbs.



► If you defeat the Mudflap before the Orbs, multiple Wads will appear.

To get rid of the red Orbs, toss a grenade at the middle one. Not only should this purge the Orb, but it will also cause damage to the Mudflap. Next, destroy the other two Orbs before focusing on the Mudflap.

To get the second Feat in this Chapter, Aya must quickly eliminate this Mudflap. However, if you purge a Mudflap with gunfire or a grenade, the Mudflap's ghost will venture out in search of a new physical vessel and return to life. Note that if it does come back to life, the Mudflap will begin to decent kill everything in the room. This makes living—and getting the “No allies turned into Twisted” Feat—quite complicated. To prevent this from happening, the Mudflap must be defeated with an Overdrive Kill. Try to save your Overdrive Kill until the Mudflap's health is very low in order to guarantee success.



NO ALLIES TURNED INTO TWISTED

One of the Feats requires that you don't allow any soldiers to be turned into Twisted throughout the entirety of this Chapter. If a soldier gets grabbed and placed next to the Mudflap, quickly dive into that soldier and get him back to a safe distance.



07

In this area, several Wads appear along the right side as soon as Aya enters the area. No other enemies enter until she moves to the barricades. When that happens, a Roller and Bean materialize on the left side. A soldier with a grenade launcher is here in case you need grenades.

KILL THE WADS

The Wads will continue to repopulate the area until the three red Orbs, located down in the open area along the right side, are destroyed.

Start out by running down the left path and destroying the red Orb on the right-hand side. At this point, the Roller and Bean appear and two more soldiers join the fray. Try to destroy the Orb before the Bean and Roller have fully spawned.

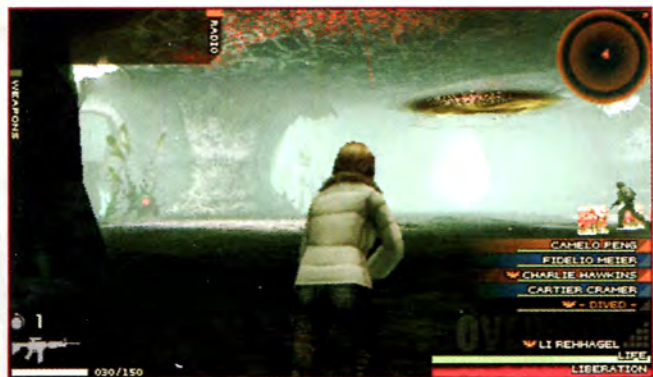
If you have a shotgun or a grenade launcher, use it to dispose of the Bean as quickly as possible. If you don't have either of these weapons, then Overdrive into the soldier who has the grenade launcher and use it and regular grenades to finish off the Bean.

Next, Overdrive into one of the soldiers on the other side of the blue wall and use Crossfire (and your best weapons) to dispose of the red Orbs and the Wads. The blue wall will keep Aya safe from the Roller for a bit, but it's still a good idea to watch your back. After clearing out everything else, kill the Roller.



In this area, Aya joins four soldiers positioned between six barricades. Two red Orbs can be found on the left side and another two are on the right. Behind each one is a reinforcement and some supplies—but don't destroy the Orbs just yet.

The third Feat requires that you defeat the Mudflap before any backup arrives. In other words, you don't want to destroy any Orbs until the Mudflap is history. Unfortunately, the soldiers insist on firing at the Orbs before any enemies arrive. In the meantime, dive between soldiers to prevent them from destroying the Orbs.



Do not destroy any red Orbs until the Mudflap has been defeated.

Before the Mudflap arrives, Aya must neutralize four Snatchers on the ceiling. Take advantage of the number of soldiers present and use Crossfire to defeat the Snatchers quickly. When the Mudflap appears, hit it with some grenades, then finish it off with Crossfire and an Overdive Kill. Remember to make Overdive Kill the final attack or it will return. Now you can take out those Orbs and get the supplies before proceeding to the next area.

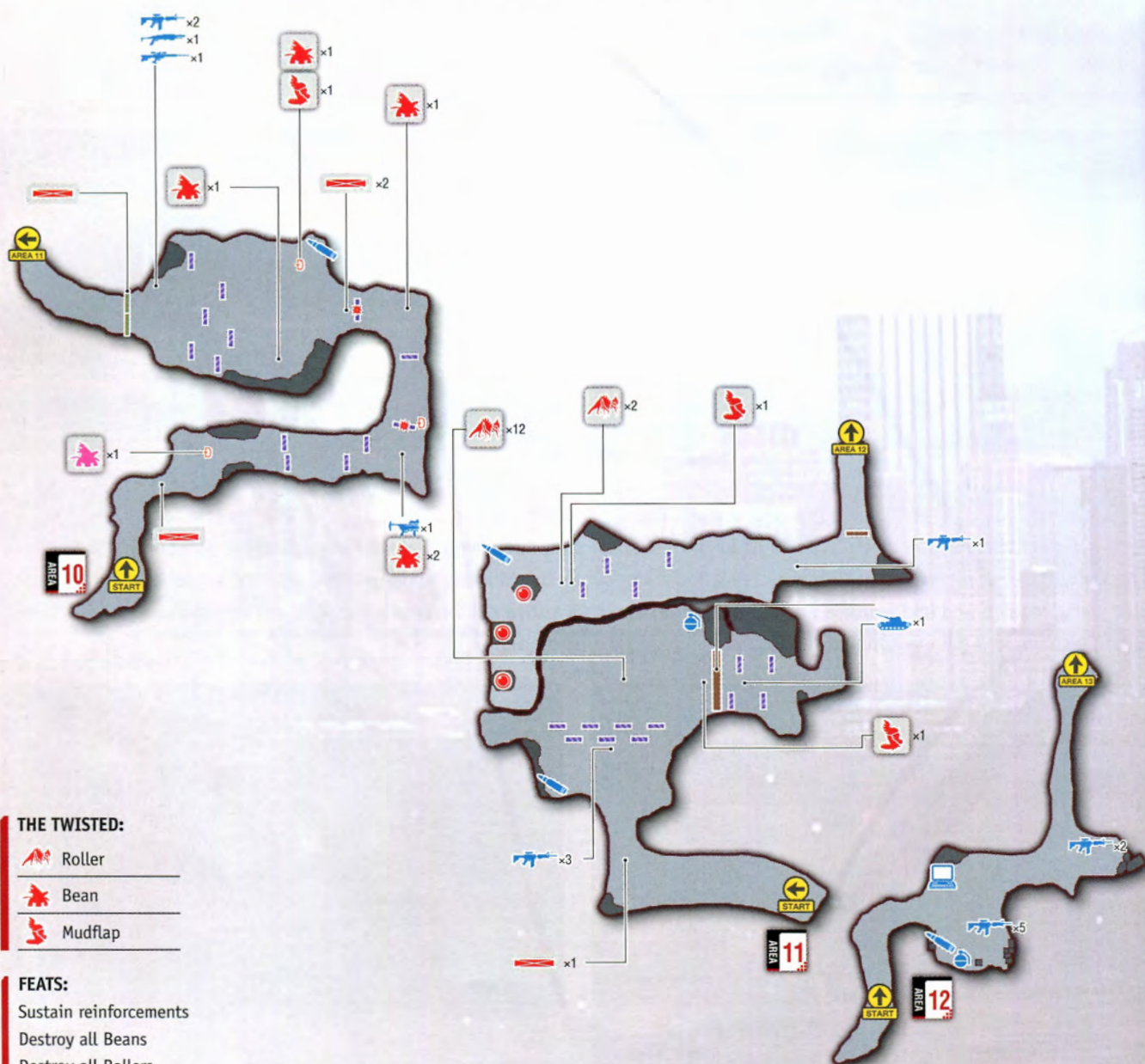


Another CTI computer sits in this safe area, along with supplies and more soldiers. Save, restock, and then see what is in store for Chapter 3.





CHAPTER 3


Having breached the core, Agent Aya Brea took out an endless stream of Twisted, broke into a new area, and proceeded to the rendezvous point to meet up with the Coalition Forces.



THE TWISTED:

 Roller

 Bean

 Mudflap

FEATS:

Sustain reinforcements

Destroy all Beans

Destroy all Rollers

AREA

10

There are two choices in this area: go for the Feats or take the easy route. Note that Aya must kill five Beans to earn the second Feat. If you're not interested, though, you can speed down the passage and just destroy the blue walls.



If you choose to stay and fight, step up to the barricade and wait for two Beans to materialize. A soldier with a grenade launcher appears behind them. To avoid getting bombarded by the Beans, make sure to continuously Overdrive between this soldier and Aya's current host.

SUSTAIN REINFORCEMENTS



To obtain the first feat, dispose of the Twisted as quickly as possible before they kill any of the soldiers. Note that this gets tougher as the chapter unfolds. Dive between the soldiers and keep them behind barricades whenever possible.

Beans will continue to spawn into the area, but it is only necessary to eradicate five to get the Feat. Take them down, and then use a grenade on the blue wall to continue. Another Bean is standing next to a second blue wall; skip past it by taking down the wall and entering the open area.



► Take out five Beans to get a Feat.

An **Ammo Recharge** sits in the right corner at the start, so grab it before heading to the other side of a barricade. At this point, four soldiers join Aya. Remember that one Feat requires all of these guys to survive the fight. When a Bean and a Mudflap arrive, start shooting the Mudflap first since it poses the most threat to Aya and the other soldiers. Dodge the Bean's projectiles while using grenades to soften up the Mudflap. Remember to finish it off with an Overdive Kill to keep it down! When no enemies remain, it's time to visit Area 11.



AREA 11 Take cover behind the barricades and start firing at the Rollers. It's important to note that these foes are part of the third Feat that requires you to *destroy all of the Rollers!* Use Crossfire to increase your Overdive Kills and try to keep a barricade between Aya and the enemies at all times.

KILL 'EM ALL!

The Rollers will continue to emerge until you defeat 12 of them. Also, don't forget to grab the supplies (located in the corners) for additional support in the fight.



After eliminating four Rollers, a Mudflap decides to join the fight. Soon after, a reinforcement truck arrives when the right wall is lowered. Man the vehicle as soon possible and use it to defeat some Rollers and soften up the Mudflap—but don't kill it with the truck! When the Mudflap's health gets low, dive into a foot soldier and finish it off with an Overdrive Kill.



► Use the truck's machine gun to make quick work of the Twisted.

Return to the truck and continue to fight the Rollers on the ground until there are no more. Eventually, two more Rollers and a Mudflap will appear on the upper ledge. Use the truck to make quick work of them, but remember to use an Overdrive Kill to destroy the Mudflap.

There are three Orbs on the ledge above that must be destroyed in order to prevent the Twisted from spawning. Destroy the left Orb to thwart the Mudflap from returning; the other two stop the Rollers. In order to destroy all Rollers, though, you must let a third one spawn to reach a total of 15.



KEEPING THE SOLDIERS ALIVE



Sustaining all reinforcements in this area gets really tough, especially when there is fighting on both levels. Sometimes, you can't see all of the Twisted from the truck, leaving the soldiers vulnerable to their attack. If you are trying for this Feat, you may need to dive into one of the soldiers on the ledge.

Once the Orbs have been destroyed, the exit opens up. Clear out any remaining Twisted or head for the next area.



AREA

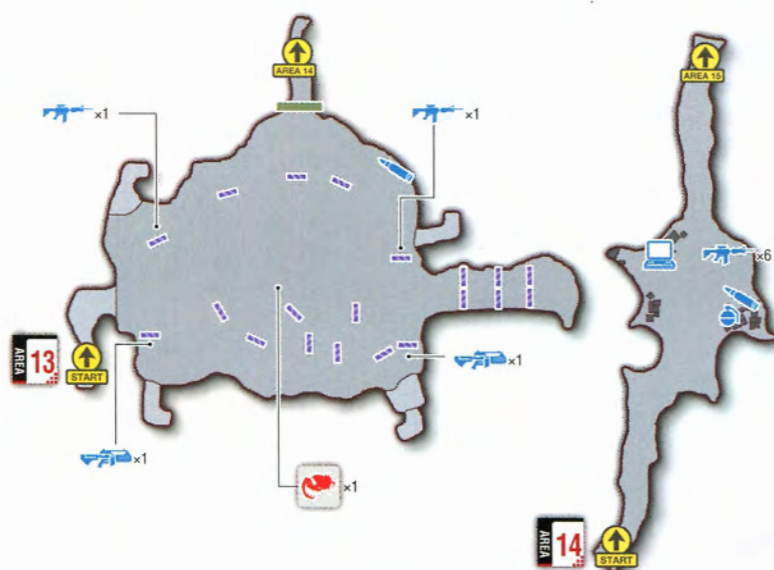
12

Another safe zone gives you the opportunity to save and restock. Take advantage and then exit out the other side.



CHAPTER 4

The mad Reaper loomed large, protected by iron armor. Agent Aya Brea grabbed the new Berserker weapon—their last chance against a Twisted they'd had no choice but to run from.



THE TWISTED:

Reaper

FEATS:

Reinforcements survived

REAPER

AREA

13

Although there is just one enemy in this area, it's a tough one. A Reaper stands in the middle of this vast space, while numerous barricades offer protection

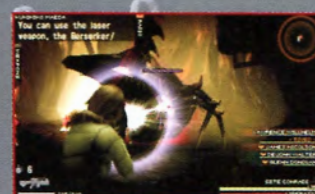
around the perimeter. Two soldiers are located on the sides to provide assistance, plus there's an Ammo Recharge on the far side.



Nothing will hurt the Reaper at this time, so try to avoid it early on. Eventually, two soldiers show up with Berserkers, which will finally enable you to defeat this Twisted.



Dive into one of these soldiers and aim the Berserker at the Reaper. Continue firing until it gets about half way to Aya. Switch to the other Berserker and repeat this process.



REAPER

KEEP THE REAPER OFF THE REINFORCEMENTS



The only Feat in this chapter is making sure the reinforcements survive. Fortunately, the Reaper will almost always pursue Aya. Move out of the way when the Reaper comes after her, or dive into a different soldier.

Watch out when the Reaper rears back, as this huge attack can inflict major damage to Aya. When it whips its tail to the side from a distance, beware of its projectiles. Dodge to the side to avoid both of these attacks.



The Reaper can also put up a red wall that will totally encircle Aya, meaning Aya can't fire out of it. You can still fight the Reaper while inside this small area, but it is much tougher. Just dive into another soldier to draw the Reaper out.



When firing at the Reaper, it will defend itself with a shield.

When the shield starts to glow, stop firing your weapon to avoid wasting ammo.

It can also teleport around, reaching Aya in the blink of an eye.

During the second phase of the fight, the Reaper's armor has diminished. You can now use a variety of weapons to take it down. Continue to use the previous strategy of shooting and diving to stay out of danger until it has been defeated. With the coast clear, exit to the final safe zone.



AREA 14

Use the last CTI computer to gear up for a big boss fight. Once ready, exit the area.



CHAPTER 5

Finally, Agent Aya Brea faced off against Hyde. She put everything she had into a battle to destroy him, risking it all to bring back the family she'd lost.



THE TWISTED:

Hyde Bohr

FEATS:

None

HYDE BOHR



Hop down to the ground to find Hyde Bohr. Three Coalition Forces members drop in to assist in the battle and an **Ammo Recharge** sits on the other side.

Hyde Bohr possesses overwhelming speed and powerful projectiles that are on par with Aya's energy shots. Stay at a safe distance and keep on the move.

When Hyde stretches his body into the air, he can utilize several different attacks. If Aya is nearby, he will use his appendages to smack Aya around. He even has a slam move that can kill a soldier in one shot!

Hyde uses his ability to teleport to quickly get across the area. He will also do a crawl move to sneak up on his prey. If he starts running straight at Aya, dodge to the side to avoid a quick stabbing attack.



► These red projectiles should be familiar by now.

Similar to other bosses, Hyde can unleash a descent kill that grabs Aya and lifts her into the air. Unless there is another soldier to dive into, this results in game over. Note, however, that Liberation will get you out of this, if it's available.

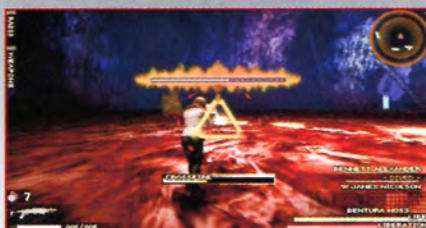
Target Hyde with your most powerful weapons and use grenades and Crossfire to open up a weak spot. Once the triangle appears, use Overdrive Kill to deplete his health. Stay on the move and

keep your attacks up until Hyde's LIFE is depleted, then use Overdrive Kill to end the fight.

He also carries two powerful guns capable of shooting energy bullets. When he fires the red bullets, continually target Hyde while sidestepping to avoid taking damage. Don't forget to use this time to charge up the Crossfire meter.



► Hyde's bullets are on par with Aya's energy shots.



ETERNITY



TO "TIME ZERO"

LOCATION: Time Zero

CURRENT TIME: When there is no time.



Moving across time to "Time Zero," Agent Aya Brea dove into Hyde's psyche, detonating the whole of her life force in a heated struggle to eliminate him at last.

ALL CHAPTERS

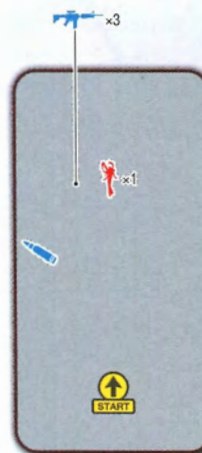
AREA 01



AREA 02



AREA 03



THE TWISTED:



Queen



Hyde Bohr

FEATS:

None



x1



START

AREA 04



QUEEN

AREA

01

Aya starts this episode, once again, floating above the Queen. This fight is just like the fight with the Queen inside the Babel.



When the Queen grabs or uses her decent kill attack, dive into another poor soul before she destroys Aya. Look for a soldier with a grenade launcher or sniper rifle to do more effective damage.



Be on the lookout for any vehicles floating by. When they get close to the Queen, focus some gunfire on them to blow them up. This will open up the Queen to an Overdrive Kill. Continue to attack her until her health is depleted and Aya falls into the second area.



AREA

02

There is nothing to do in Area 2 except rest. Once you are ready, run straight ahead into the next area.



HYDE BOHR

AREA

03

Thanks to Aya, Hyde Bohr has learned the Overdrive ability and there are plenty of bodies on the ice rink for him to utilize. As before, stay on the move or Hyde will tear Aya apart.



For this beginning part, let Hyde take Aya out. Aya finds herself amongst Thelonious Cray, Blank, Gabrielle Monsigny, and Kyle Madigan, who all offer their bodies for her use. Aya returns to the rink in Kyle's body with the other three waiting around the edge of the rink.



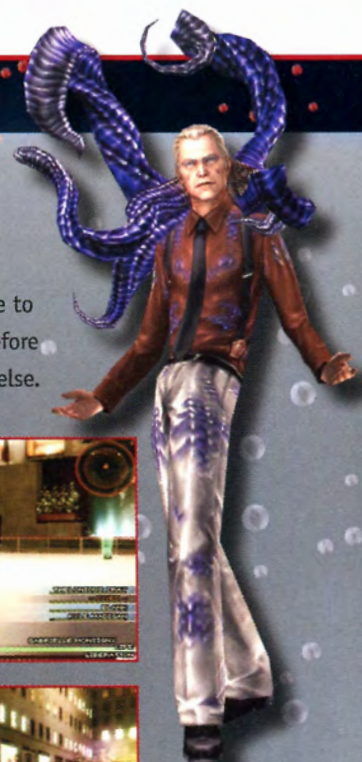
Hyde is even faster now that he has the Overdrive ability, so don't stay in one body for too long. Use the assault rifle to fire short bursts into Hyde before quickly diving into someone else.



Continue to shoot him and use Overdrive Kills when available; grenades and other weapons with high B-impact work great against him, specifically grenade launchers. Sometimes Hyde will enclose Aya in a circle of people. When this happens, he can shoot in all directions and randomly appear to use his rapid stab attack. Dodge his advances until Aya returns to the rink with her partners again.



If your Liberation gauge fills up, use it to get some easy shots on Hyde. Repeat the previous strategy of diving and attacking until his life gauge is depleted.



HYDE BOHR

AREA

04

Hyde Bohr transforms into a hideous creature who fires spherical projectiles at Aya. He will also attempt to take her out with a charge attack.



Keep your gun's reticle firmly planted on Hyde and pump him full of energy shots. Continue to stay on the move and attack him until he is finally defeated.



FEATS



Most chapters in Episodes 1 through 5 have a set of Feats, or achievements, that earn Aya BP upon completion. The following is a list of the Feats for each chapter, a brief description on how to complete them, BP earned based on the difficulty you are playing, and the weapon or customization part that is received, if any.

EPISODE 1

CHAPTER 1

Rendezvous with Team Unharméd

GOAL: Arrive at first safe zone without taking any damage.

PART EARNED: Insane—T0-1 AGC

DIFFICULTY	BP EARNED
Easy	2000
Normal	2000
Hard	3000
Deadly	4500
Insane	6750

Destroy All Wads

GOAL: Destroy all Wads in the chapter, including the two hidden ones in Area 4.

PART EARNED: Hard—NMF-MA3; Deadly—NM103T-MA1

DIFFICULTY	BP EARNED
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Destroy All Slackers

GOAL: Defeat all of the Slackers in the chapter. Some hide in the corners, so be thorough when searching.

PART EARNED: Easy-Hard—V76SA-GR2; Insane—W45 SZ220

DIFFICULTY	BP EARNED
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

CHAPTER 2

Bring Civilians to Safety

GOAL: You need to rescue five of the six hiding civilians in this chapter. Refer to the walkthrough to locate them.

PART EARNED: None

DIFFICULTY	BP EARNED
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Secure Platform

GOAL: Leave Area 7 with the platform still standing.

PART EARNED: Deadly—FB MFS

DIFFICULTY	BP EARNED
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

CHAPTER 3

Escape from Reapers Unharméd

GOAL: Don't let the Reaper hit Aya during the chase in Area 12 or when taking out the Orbs in Area 14. Refer to the walkthrough for tips on how to avoid them.

PART EARNED: NR1196-MA1

DIFFICULTY	BP EARNED
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Swift Retreat from First Reaper

GOAL: Take the left path when it splits and get past the Blood Walls before the Reaper appears.

PART EARNED: Easy-Hard—FB CR15

DIFFICULTY	BP EARNED
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Rescue Civilian from Reaper

GOAL: In Area 14, dive into the civilian and successfully reach the exit without losing the civilian.

PART EARNED: Easy-Hard—AH1104-MA1; Deadly—HH 686S

DIFFICULTY	BP EARNED
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

EPISODE 2

CHAPTER 1

Use Overdive Kill Frequently

GOAL: Use a high-impact weapon and defeat a minimum of eight Twisted with an Overdive Kill.

PART EARNED: None

DIFFICULTY	BP EARNED
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

Swiftly Ward Off Roller

GOAL: Hit the Roller it with a grenade and finish it off with an Overdive Kill (note that this Feat is nearly impossible to achieve on the first playthrough).

PART EARNED: None

DIFFICULTY	BP EARNED
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

Swiftly Ward Off Rover

GOAL: Defeat the Rover before Gabrielle shows up. This one is extremely difficult. Go in with a full Liberation gauge and maximum grenades, then use the grenades to open her up for an Overdive Kill. Finish her off by using Liberation.

PART EARNED: Hard—TG-B1 B82; Deadly—TT-1 FSA15

WEAPON EARNED: Insane—PMR-1 GB

DIFFICULTY	BP EARNED
Easy	4000
Normal	4000
Hard	6000
Deadly	9000
Insane	13500

CHAPTER 2

Preserve Overdive Ability

GOAL: Throughout Area 6, limit the number of times you Overdive into soldiers. Keep your original soldier alive and only switch bodies to get the satellite cannon.

PART EARNED: Deadly—WS SZ229

DIFFICULTY	BP EARNED
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Use Satellite Cannon

GOAL: Use the satellite cannon on at least 10 enemies. If you run out of Twisted to fry, go to the final plateau where the Babel and three Orbs are located. There is a Roller there that will continuously spawn until all three red Orbs have been destroyed.

PART EARNED: Easy-Hard—TS556-MC1

DIFFICULTY	BP EARNED
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

Swift Return from Inside Babel

GOAL: Defeat the Queen before she reaches the bottom. Use grenades, aim the sniper rifle at her weak spot inside her mouth, and hit the vehicles when they float by to set her up for an Overdive Kill.

PART EARNED: Easy-Hard—HH MP10

DIFFICULTY	BP EARNED
Easy	3000
Normal	3000
Hard	4500
Deadly	6750
Insane	10125

CHAPTER 3

Clear Out All Poison Fog

GOAL: In Areas 9 and 11, defeat all of the Stinkers that are producing the black fog (these are the ones with glowing red bodies that float high in the air). It takes a weapon with an extended range to bring them down. Follow the black fog up to find one of them and then use the sniper rifle. Return to Area 9 to find four more Stinkers that weren't there before. Make sure to defeat all the Stinkers in Area 11 too.

PART EARNED: None

DIFFICULTY	BP EARNED
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

Swiftly Breach the Orb Nest

GOAL: In Area 12, immediately drop down and destroy the two red Orbs before doing anything else.

PART EARNED: Easy-Hard—WS M17; Hard—WS SZ239; Deadly—VG4-ML1

DIFFICULTY	BP EARNED
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

EPISODE 3

CHAPTER 1

Avoid Rover Battle

GOAL: In Areas 2 through 4, avoid the Detectors to get this Feat. Watch their patterns and sneak past when there is an opening.

PART EARNED: None

DIFFICULTY	BP
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

Destroy All the Snatchers

GOAL: Defeat the four Snatchers in Area 4.

PART EARNED: Hard—NPSPR-LC1; Deadly—TG-A1 AIS50

DIFFICULTY	BP
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Recover All Supplies

GOAL: Collect all of the +3 Hand Grenades and Ammo Recharges in Chapter 1. Refer to the maps in the walkthrough to find them all.

PART EARNED: None

DIFFICULTY	BP
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

CHAPTER 2

No Soldiers Taken by Snatchers

GOAL: Don't allow the Snatchers to take any soldiers back to their nest in Areas 8, 9, and 11. If anyone gets grabbed, concentrate any fire on that Snatcher to rescue him/her.

PART EARNED: Easy-Hard—VIK I 76SA; Deadly—NRSP10-MA1; Insane—TG-X XM109

DIFFICULTY	BP
Easy	3000
Normal	3000
Hard	4500
Deadly	6750
Insane	10125

Destroy All Orbs

GOAL: Destroy all of the Orbs in Area 8.

PART EARNED: Hard—VS552-PB1; Deadly—HD 45SBI

DIFFICULTY	BP
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

Evade Infrared Traps

GOAL: Avoid the infrared traps in Areas 7 and 8. These are the barriers created by the red lasers.

PART EARNED: None

DIFFICULTY	BP
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

EPISODE 4

CHAPTER 1

Secure Barricade

GOAL: In Areas 3 and 4, make sure no barricades are destroyed. Quickly eliminate the Twisted and be careful when firing from the tank.

PART EARNED: Easy-Hard—TRK47-MC1

DIFFICULTY	BP
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Tank Team Survivors Unharmmed

GOAL: Defeat the Spawn and its Runts without letting any tanks take damage. Once the fireballs arrive, switch to the tank that is being targeted and shoot down the fireballs. If you see a bluish projectile, take it down immediately or another Runt will join the fight.

PART EARNED: Hard—TT-1 FSA12; Deadly—NVS I SR110; Insane—AQO 76SA

DIFFICULTY	BP
Easy	3000
Normal	3000
Hard	4500
Deadly	6750
Insane	10125

Swiftly Breach Tower

GOAL: Eradicate the Spawn within two minutes using the three tanks. Keep hitting it in the mouth with the machine gun and cannon, while also protecting the tanks from any projectiles.

PART EARNED: Hard—TA-1 RG140
WEAPON EARNED: Insane—SHIN27 IC

DIFFICULTY	BP
Easy	3000
Normal	3000
Hard	4500
Deadly	6750
Insane	10125

CHAPTER 2

Reinforcements Survived

GOAL: Keep the reinforcements alive. If more than five soldiers die, you will lose this Feat.

PART EARNED: Deadly—V76SA-MB3

DIFFICULTY	BP
Easy	2000
Normal	2000
Hard	3000
Deadly	4500
Insane	6750

Secure Air Supremacy

GOAL: In Area 9, you fly a helicopter past 27 Spitters. Defeat at least 20 of them to achieve this Feat. Don't waste ammo when the Spitters' mouths are closed.

PART EARNED: Easy-Hard—NSPR1-LC1; Deadly—VS550-IB1

DIFFICULTY	BP
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Assist with Retreat

GOAL: After four Spitters, the helicopter floats past a window. Inside two soldiers are fighting two Worms; defeat the enemies to rescue the soldiers.

PART EARNED: Easy-Hard—TC-1 AG

DIFFICULTY	BP
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

EPISODE 5

CHAPTER 1

Conserve Ammo

GOAL: Throughout Chapter 1, only kill the enemies that are required to open the exits. Don't fire at the Wads in Area 4!

PART EARNED: Insane—TB-1 FNHC

DIFFICULTY	BP
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

Sustain Reinforcements

GOAL: All soldiers must survive in this chapter. Take out the tough enemies to keep them off the reinforcements. A grenade launcher is very useful in achieving this Feat.

PART EARNED: Easy-Hard—NM102T-MA1

DIFFICULTY	BP
Easy	2000
Normal	2000
Hard	3000
Deadly	4500
Insane	6750

Destroy All Orbs

GOAL: Annihilate the two Orbs in Area 4. Don't shoot the Wads flying around them, or you will waste too much ammo and lose out on obtaining the first Feat.

PART EARNED: Hard—HD 45 SFA

DIFFICULTY	BP
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

CHAPTER 2

No Allies Turned into Twisted

GOAL: Don't allow the Mudflaps in Areas 6 and 8 to turn any of the soldiers into Twisted. Defeat them using an Overdrive Kill.

PART EARNED: Easy-Hard—NVC CR10; Insane—VMK16-IB1

DIFFICULTY	BP
Easy	2000
Normal	2000
Hard	3000
Deadly	4500
Insane	6750

Act Fast in First Mudflap Battle

GOAL: Don't allow the Mudflaps in Areas 6 and 8 to turn any soldiers into Twisted. Dive into the soldiers who get pulled in close to the Mudflap and quickly move them out of harm's way. Defeat the Mudflap using an Overdrive Kill.

PART EARNED: None

DIFFICULTY	BP
Easy	1200
Normal	1200
Hard	1800
Deadly	2700
Insane	4050

No Backup on Second Mudflap

GOAL: Defeat the Mudflap in Area 8 without releasing any of the reinforcements behind the red Orbs.

PART EARNED: Hard—NVM I Mk11; Deadly—NM1014-MA1

DIFFICULTY	BP
Easy	2000
Normal	2000
Hard	3000
Deadly	4500
Insane	6750

CHAPTER 3

Sustain Reinforcements

GOAL: Wipe out the Twisted as quickly as possible before they kill any of the soldiers. Note that this gets tougher as the chapter goes on. Dive between the soldiers while keeping them behind barricades whenever possible.

PART EARNED: Hard—TBM 76SA; Deadly—BC RKS; Insane, HH H500

DIFFICULTY	BP
Easy	3000
Normal	3000
Hard	4500
Deadly	6750
Insane	10125

Destroy All Beans

GOAL: You need to abolish five Beans in Area 10. Beans continue to respawn in the first hall as long as you don't hit the blue door with a grenade. Using a grenade launcher and a shotgun will make this Feat easier to complete.

PART EARNED: Hard—BC RK101

DIFFICULTY	BP
Easy	2000
Normal	2000
Hard	3000
Deadly	4500
Insane	6750

Destroy All Rollers

GOAL: Destroy a total of 15 Rollers in Area 11. Twelve will spawn in the lower area, while on the ledge above they will continue to spawn until the middle and right Orbs are destroyed. Let three spawn to get a total of 15 Rollers.

PART EARNED: Easy-Hard—HD 45A1

DIFFICULTY	BP
Easy	1600
Normal	1600
Hard	2400
Deadly	3600
Insane	5400

CHAPTER 4

Reinforcements Survived

GOAL: The only Feat for this Chapter involves making sure the reinforcements survive. Fortunately, the Reaper will be constantly hunting down Aya. Separate the soldiers so they are far away from each other. Always keep a good distance between Aya and the Reaper and when it gets too close, Overdrive into a soldier on the other side of the map.

PART EARNED: Hard—TN22-MB3; Insane—VMK17-PB1

DIFFICULTY	BP
Easy	2000
Normal	2000
Hard	3000
Deadly	4500
Insane	6750

OVER ENERGY CHIPS



BARRIER 1

DESCRIPTION

7 A chance that Aya will be protected from enemy attacks for a short time.

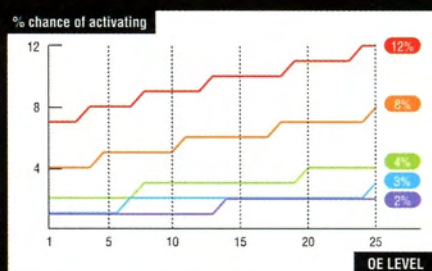
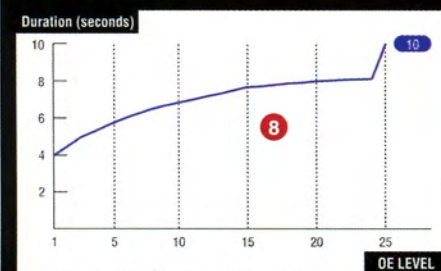
2 Rarity: Evolved

3 Acquire by OD Kill: Ep5—Mudflap

Acquire by OD: Ep6—Gabrielle & Cray 4

5 Acquire by Synthesis: Pre-Raise + Energy Shot; Disease + Energy Shot; Boost Fire + Inferno; Energy Defense + Regeneration; Rapid Link + Regeneration; Boost Fire + Energy Defense; Healing + Energy Defense

6 Acquire by removing 100 chips? Yes



1 Name

2 Rarity (Normal, Rare, or Evolved)

3 Acquire by Overdrive Kill: If applicable, an example of a monster from which the chip can be obtained by using Overdrive Kill is listed, along with the appropriate Episode.

4 Acquire by Overdrive: Indicates where the chip may be obtained by diving into an ally.

5 Acquire by Synthesis: Lists some OE chip combinations that may synthesize to create this chip (note that some results are extremely rare).

6 Acquire by removing 100 chips: Indicates whether or not the chip can be obtained by removing 100 chips.

7 Description of the OE chip

8 Graph(s): The graphs show how a chip's effects improve with the OE Level. For the chips that have a possibility of activating, five lines are plotted based on Aya's LIFE at the time:

RED: 0-20% LIFE

ORANGE: 21-40% LIFE

GREEN: 41-60% LIFE

BLUE: 61-80% LIFE

PURPLE: 81-100% LIFE

PASSIVE



ENERGY DEFENSE

DESCRIPTION

Boosts Aya's defense.

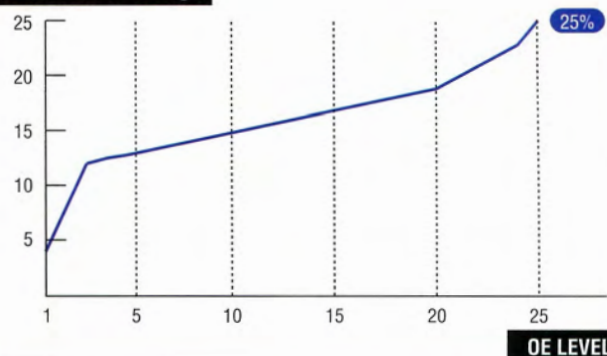
Rarity: Rare

Acquire by OD Kill: Ep2—Gabrielle

Acquire by Synthesis: Barrier + Energy Shot; Inferno + Illness; Pre-Raise + Inferno; Energy Shot + Disease; Cross Healing + Healing; Odds Up + Barrier; Antibody + Barrier; Antibody + Pre-Raise; Critical Shot + Antibody

Acquire by removing 100 chips? Yes

% decrease in damage



BARRIER

DESCRIPTION

A chance that Aya will be protected from enemy attacks for a short time.

Rarity: Evolved

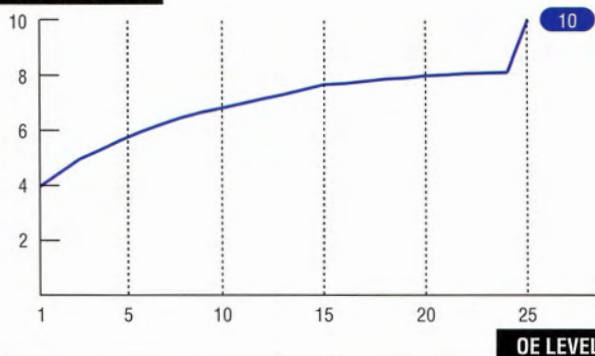
Acquire by OD Kill: Ep5—Mudflap

Acquire by OD: Ep6—Gabrielle & Cray

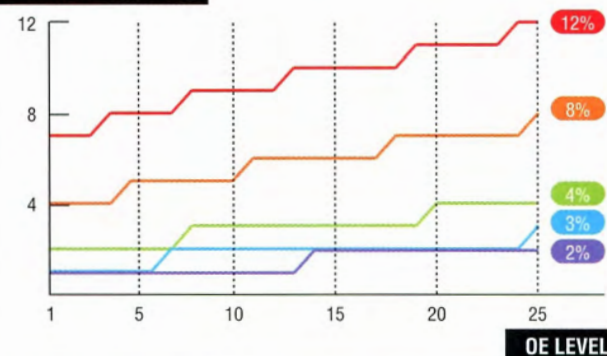
Acquire by Synthesis: Pre-Raise + Energy Shot; Energy Shot + Illness; Boost Fire + Inferno; Energy Defense + Regeneration; Rapid Link + Regeneration; Boost Fire + Energy Defense; Anti-Body + Impact Wave

Acquire by removing 100 chips? Yes

Duration (seconds)



% chance of activating





PRE-RAISE

DESCRIPTION

Once per Episode, Aya will be revived when her LIFE is depleted.

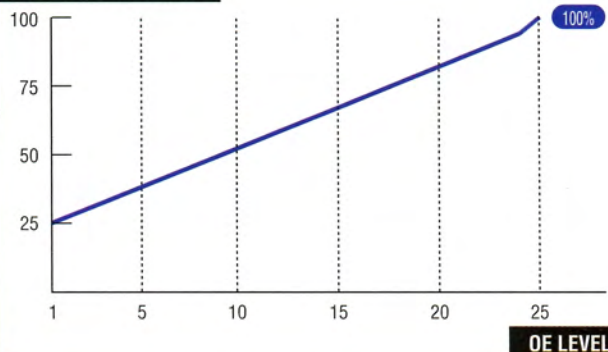
Rarity: Normal

Acquire by OD Kill: Ep4—Worm (Runt)

Acquire by Synthesis: Boost Fire + Energy Shot; Cross Healing + Inferno; Odds Up + Regeneration; Haste + Energy Defense; Kill Boost + Barrier; Cross Healing + Healing

Acquire by removing 100 chips? No

% health when revived



POWER SURGE

DESCRIPTION

A possibility for a temporary boost to attack power. The chance of Power Surge activating is the same for all HP levels.

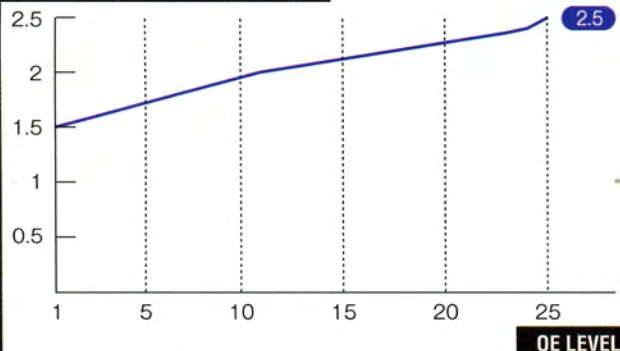
Rarity: Normal

Acquire by OD Kill: Ep1—Slacker

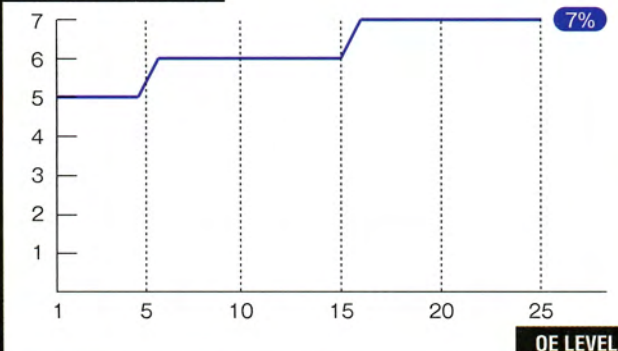
Acquire by Synthesis: Antibody + Energy Shot; Inferno + Inferno; Critical Shot + Regeneration; Lowered Evasion + Energy Defense; Boost Fire + Pre-Raise

Acquire by removing 100 chips? No

Attack power boost of normal shots



% chance of activating





CRITICAL SHOT

DESCRIPTION

A chance for a big energy shot to be released from Aya's handgun.

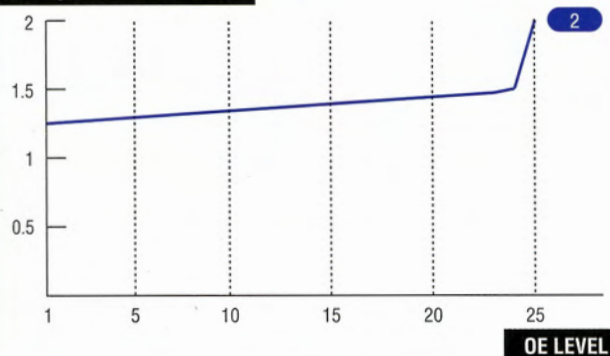
Rarity: Normal

Acquire by OD Kill: Ep3—Snatcher

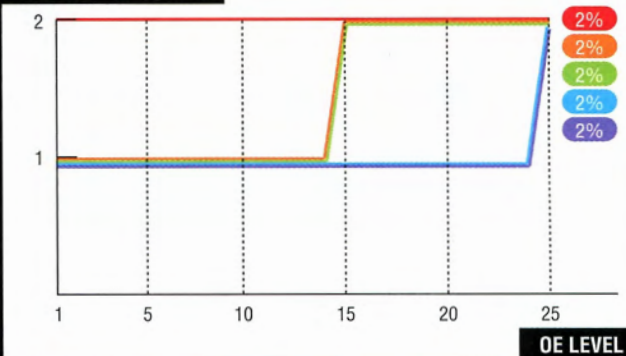
Acquire by Synthesis: Slow + Energy Shot; Slow Recharge + Inferno; Odds Down + Regeneration; Pre-Raise + Barrier; Impact Wave + Pre-Raise; Cross Healing + Illness

Acquire by removing 100 chips? No

Attack power of critical shot



% chance of activating



ODDS UP

DESCRIPTION

This increases your chances of obtaining an OE chip and finding better-quality chips.

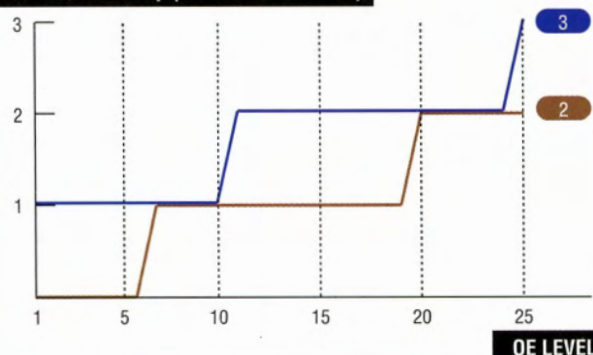
Rarity: Normal

Acquire by OD Kill: Ep1—Emily Jefferson

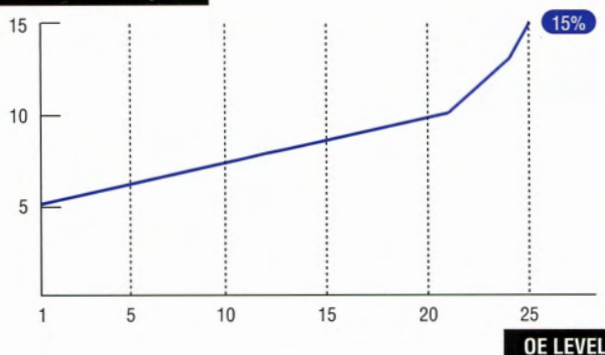
Acquire by Synthesis: Cross Healing + Restock; Impact Wave + Energy Shot; Healing + Inferno; Power Surge + Regeneration; Kill Boost + Energy Defense; Lowered Evasion + Barrier

Acquire by removing 100 chips? No

Level added for drop (minimum/maximum)



% increase in drop rate



LIBERATION



ENERGY SHOT

DESCRIPTION

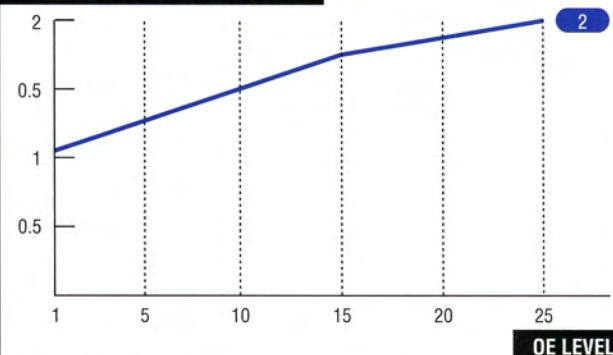
Increases the power of the energy shot released during Liberation.

Rarity: Rare

Acquire by Synthesis: Regeneration + Inferno; Slow + Inferno; Lowered Evasion + Inferno; Barrier + Regeneration; Slow + Regeneration; Regeneration + Disease; Cross Healing + Energy Defense; Slow + Energy Defense; Boost Fire + Barrier; Healing + Barrier; Slow + Barrier; Healing + Pre-Raise; Slow + Rapid Link; Slow + Impact Wave; Slow + Haste

Acquire by removing 100 chips? Yes

Energy Shot attack power increase



REGENERATION

DESCRIPTION

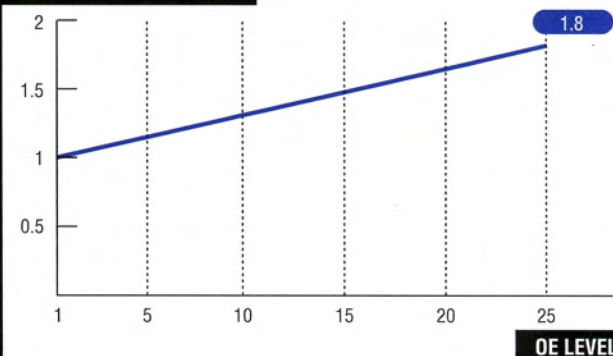
Restores Aya's LIFE during Liberation.

Rarity: Normal

Acquire by Synthesis: Boost Fire + Slow Recharge; Energy Defense + Energy Shot; Odds Down + Energy Shot; Energy Shot + Illness; Barrier + Inferno; Inferno + Illness; Barrier + Energy Defense; Odds Up + Energy Defense; Energy Defense + Illness; Rapid Link + Barrier; Power Surge + Barrier; Barrier + Illness; Power Surge + Pre-Raise

Acquire by removing 100 chips? No

Increase of recovery speed





INFERNO

DESCRIPTION

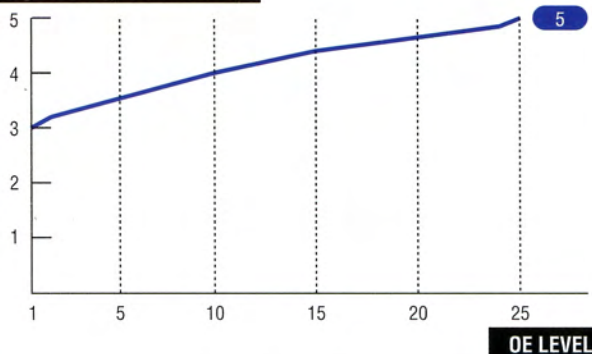
Uses all of your life force to wipe out surrounding enemies.

Rarity: Evolved

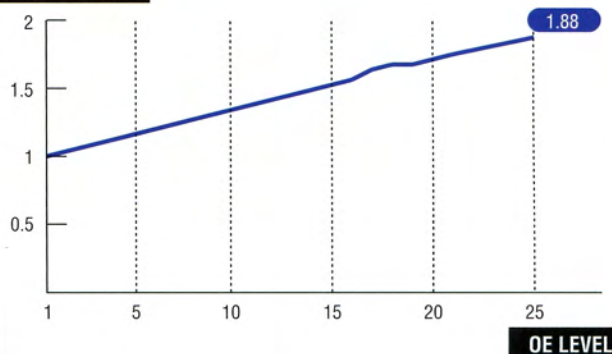
Acquire by Synthesis: Regeneration + Illness; Lowered Evasion + Illness; Pre-Raise + Regeneration; Healing + Disease; Rapid Link + Energy Defense; Cross Healing + Barrier; Haste + Barrier; Haste + Pre-Raise

Acquire by removing 100 chips? Yes

Experience acquired increase



Range of effect



CROSSFIRE



BOOST FIRE

DESCRIPTION

Increases your offense during a crossfire.

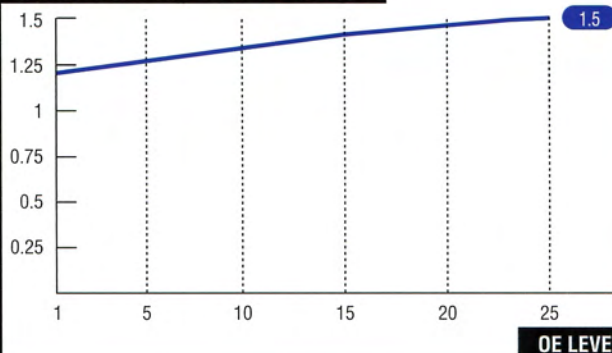
Rarity: Rare

Acquire by OD Kill: Ep2—Stinker

Acquire by Synthesis: Cross Healing + Energy Shot; Odds Down + Energy Shot; Rapid Link + Inferno; Odds Down + Inferno; Impact Wave + Regeneration; Odds Down + Regeneration; Power Surge + Energy Defense; Odds Down + Energy Defense; Critical Shot + Barrier; Odds Down + Barrier; Odds Down + Rapid Link; Odds Down + Impact Wave; Odds Down + Haste

Acquire by removing 100 chips? Yes

Attack power increase of NPC in crossfire





CROSS HEALING

DESCRIPTION

A chance of healing damage taken by the other soldiers in the crossfire.

Rarity: Normal

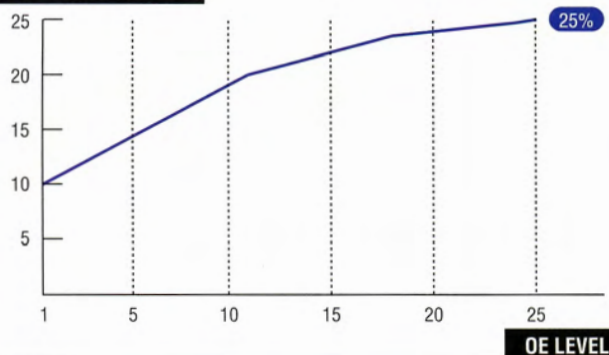
Acquire by OD Kill: Ep0—Slacker

Acquire by OD: Ep2—Ally

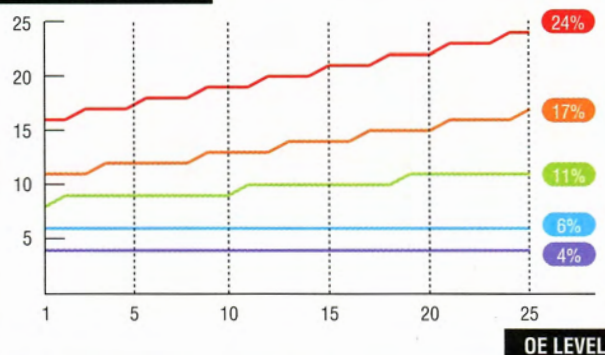
Acquire by Synthesis: Rapid Link + Energy Shot; Odds Up + Inferno; Healing + Regeneration; Antibody + Energy Defense; Slow + Barrier

Acquire by removing 100 chips? No

% of health recovered



% chance of activating



RAPID LINK

DESCRIPTION

Causes the Linkage gauge to fill more quickly.

Rarity: Evolved

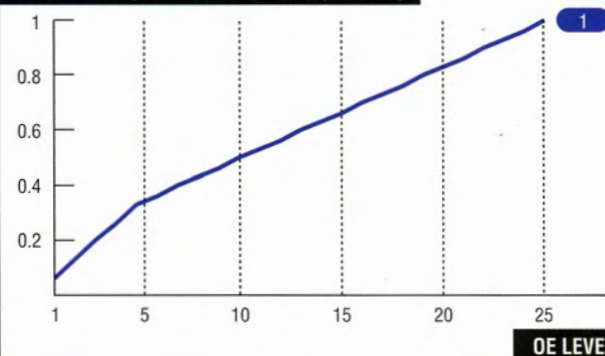
Acquire by OD Kill: Ep2—Gabrielle

Acquire by OD: Ep6—Blank or Kyle Madigan

Acquire by Synthesis: Boost Fire + Cross Healing; Odds Up + Energy Shot; Impact Wave + Inferno; Haste + Regeneration; Restock + Energy Defense; Slow Recharge + Barrier

Acquire by removing 100 chips? Yes

Crossfire charge duration decrease (seconds)



OVERDIVE ENHANCING



HEALING

DESCRIPTION

Chance of restoring some of Aya's LIFE after an Overdive.

Rarity: Normal

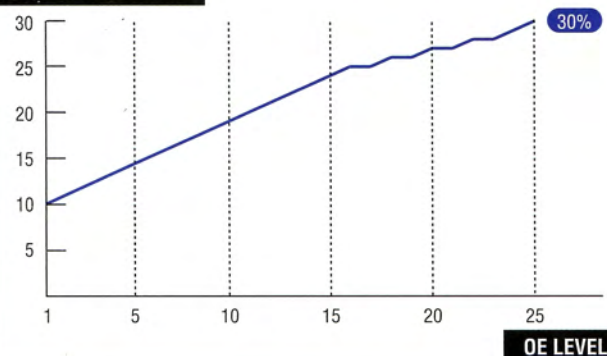
Acquire by OD Kill: Ep3—Wad

Acquire by OD: Ep1—Ally

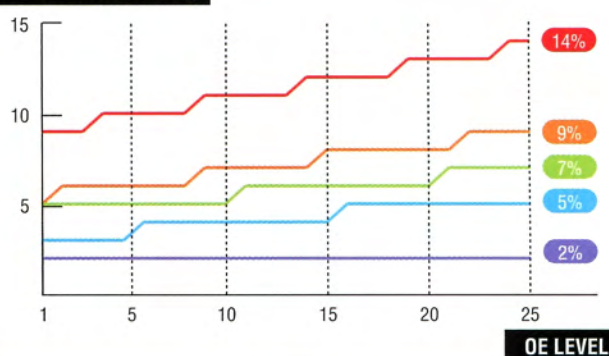
Acquire by Synthesis: Haste + Energy Shot; Power Surge + Inferno; Restock + Regeneration; Slow + Energy Defense; Disease + Barrier

Acquire by removing 100 chips? No

% of health recovered



% chance of activating



ANTIBODY

DESCRIPTION

Chance of a temporary boost to defense after an Overdive. The chance of Antibody activating is the same for all HP levels.

Rarity: Normal

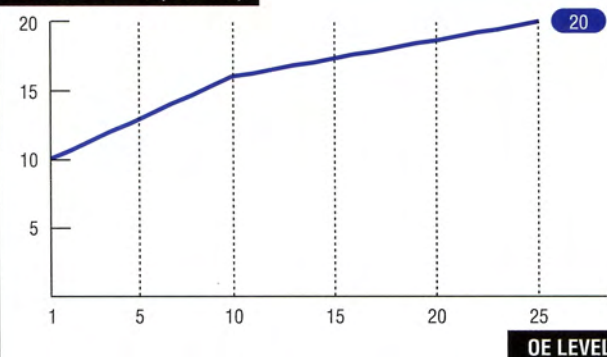
Acquire by OD Kill: Ep0—Wad

Acquire by OD: Ep0—Ally

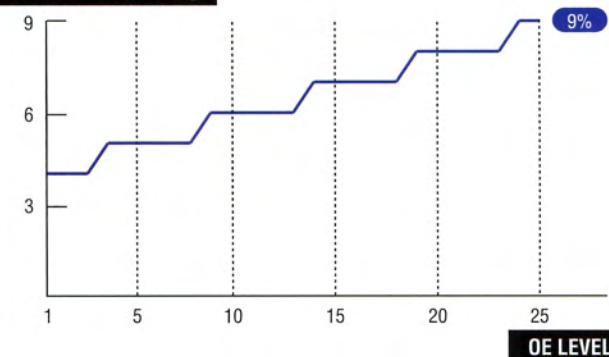
Acquire by Synthesis: Restock + Energy Shot; Kill Boost + Inferno; Slow + Regeneration; Odds Down + Energy Defense; Cross Healing + Healing

Acquire by removing 100 chips? No

Duration of effect (seconds)



% chance of activating





RESTOCK

DESCRIPTION

Chance of restoring a little ammo after an Overdrive. The chance of Restock activating is the same for all HP levels.

Rarity: Rare

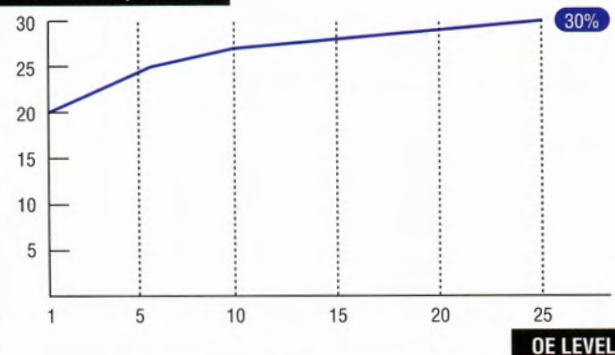
Acquire by OD Kill: Ep2—Gabrielle

Acquire by OD: Ep1—Ally

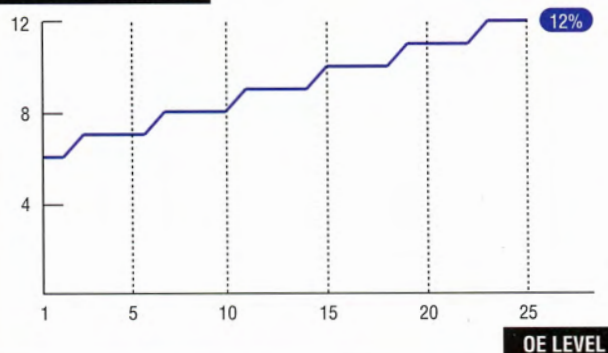
Acquire by Synthesis: Kill Boost + Energy Shot; Slow Recharge + Energy Shot; Critical Shot + Inferno; Slow Recharge + Inferno; Slow Recharge + Regeneration; Slow Recharge + Energy Defense; Disease + Energy Defense; Slow Recharge + Barrier; Rapid Link + Pre-Raise; Slow Recharge + Rapid Link; Slow Recharge + Impact Wave; Slow Recharge + Haste

Acquire by removing 100 chips? No

% of ammo replenished



% chance of activating



IMPACT WAVE

DESCRIPTION

Releases Aya's life energy during an Overdrive, blowing enemies away in a huge shock wave.

Rarity: Evolved

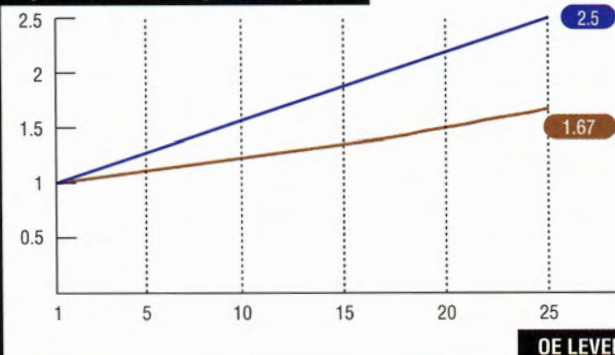
Acquire by OD Kill: Ep4—Kyle Madigan

Acquire by OD: Ep6—Gabrielle Monsigny or Thelonius Cray

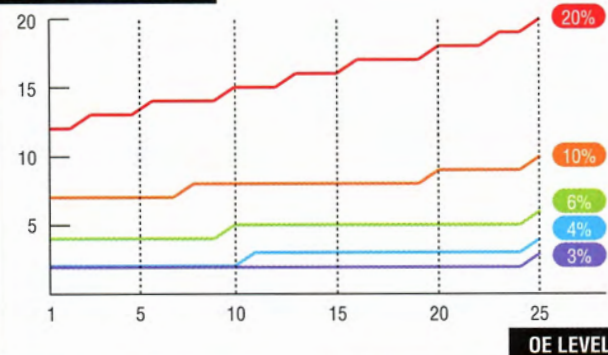
Acquire by Synthesis: Odds Up + Boost Fire; Healing + Energy Shot; Haste + Inferno; Antibody + Regeneration; Critical Shot + Energy Defense; Odds Down + Barrier

Acquire by removing 100 chips? Yes

Impact wave recoil/Impact wave power



% chance of activating



OVERDIVE KILL



KILL BOOST

DESCRIPTION

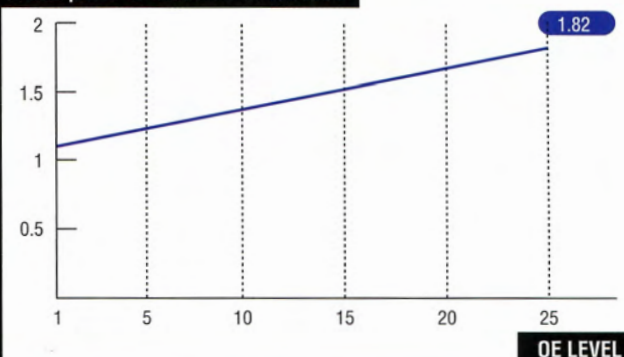
Increases the power of an Overdive Kill.

Rarity: Rare

Acquire by Synthesis: Healing + Antibody; Critical Shot + Energy Shot; Energy Shot + Disease; Slow + Inferno; Inferno + Disease; Lowered Evasion + Regeneration; Regeneration + Disease; Illness + Energy Defense; Disease + Energy Defense; Slow Recharge + Illness; Odds Up + Pre-Raise

Acquire by removing 100 chips? Yes

Attack power of Overdive Kill increase



HASTE

DESCRIPTION

Temporarily slows down time in the surrounding area after an Overdive Kill. The chance of Haste activating is the same for all HP levels.

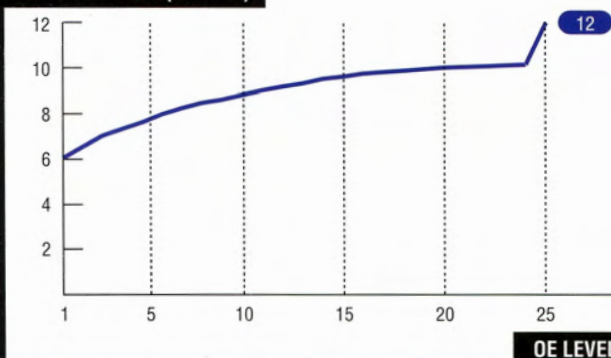
Rarity: Evolved

Acquire by OD: Ep6—Blank or Kyle Madigan

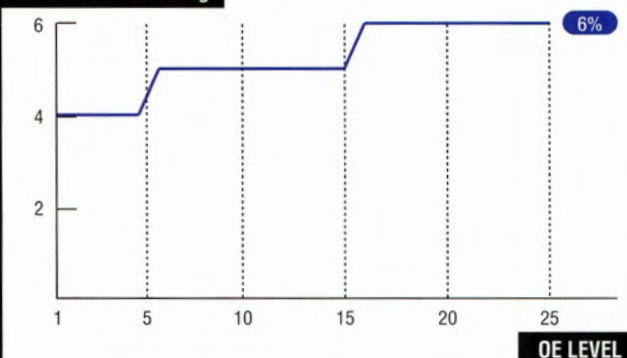
Acquire by Synthesis: Power Surge + Energy Shot; Power Surge + Lowered Evasion; Antibody + Inferno; Pre-raise + Lowered Evasion; Kill Boost + Regeneration; Lowered Evasion + Regeneration; Slow Recharge + Energy Defense; Lowered Evasion + Energy Defense; Lowered Evasion + Barrier; Barrier + Illness; Boost Fire + Healing

Acquire by removing 100 chips? Yes

Duration of effect (seconds)



% chance of activating



ABILITY DRAINS



SLOW

DESCRIPTION

Slows Aya down. With this OE activated, attacks Aya would normally be able to dodge become inescapable. Be careful with this one.

Rarity: Rare

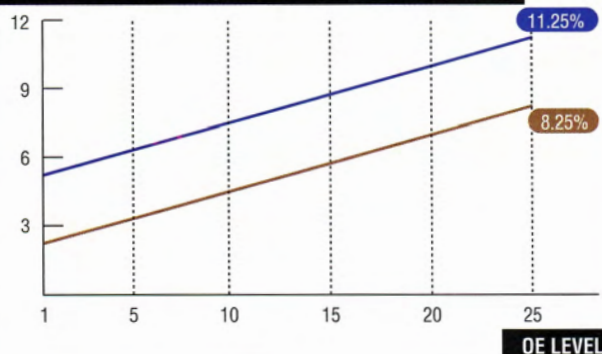
Acquire by OD Kill: Ep3—Snatcher

Acquire by OD: Ep3—Ally

Acquire by Synthesis: Power Surge + Cross Healing

Acquire by removing 100 chips? No

Decrease of movement speed with handgun/other weapons



SLOW RECHARGE

DESCRIPTION

Ammo reload speed is slower.

Rarity: Normal

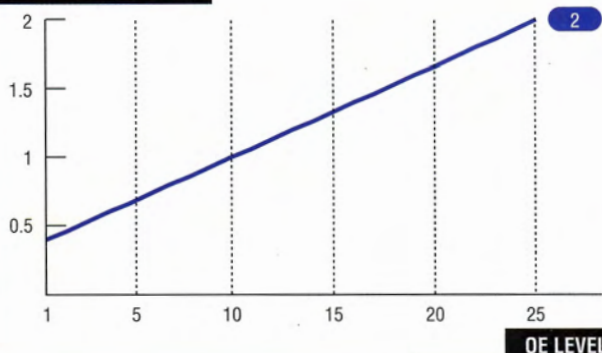
Acquire by OD Kill: Ep1—Slacker

Acquire by OD: Ep1—Ally

Acquire by Synthesis: Odds Up + Cross Healing

Acquire by removing 100 chips? No

Reload time (seconds)



LOWERED EVASION

DESCRIPTION

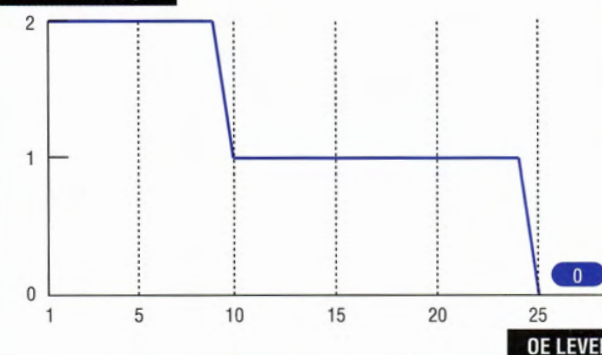
Reduces the number of times Aya can dodge.

Rarity: Evolved

Acquire by OD Kill: Ep3—Bean 2

Acquire by removing 100 chips? No

Number of dodges





ODDS DOWN

DESCRIPTION

Reduces the probability of obtaining an OE chip.

Rarity: Normal

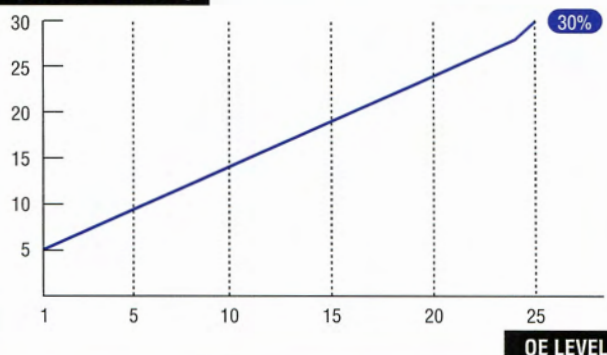
Acquire by OD Kill: Ep1—Wad

Acquire by OD: Ep2—Ally

Acquire by Synthesis: Odds Up + Healing

Acquire by removing 100 chips? No

% decrease of OE drop



ILLNESS

DESCRIPTION

Causes Aya's LIFE to recover more slowly.

Rarity: Common

Acquire by OD Kill: Ep3—Roller 2

Acquire by OD: Ep4 - Ally

Acquire by Synthesis: Power Surge + Healing

Acquire by removing 100 chips? No



DISEASE

DESCRIPTION

The Liberation gauge fills more slowly.

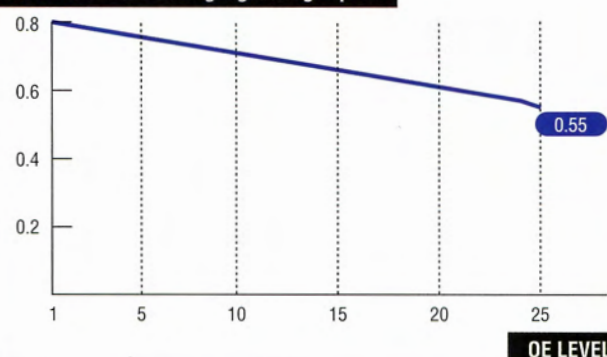
Rarity: Rare

Acquire by OD: Ep5—Ally

Acquire by Synthesis: Energy Defense + Boost Fire

Acquire by removing 100 chips? No

Decrease in Liberation gauge charge speed



THE TWISTED

1 Name

2 **Image:** If the Twisted has a weak spot, it will be stated.

3 **Stats:** Hit Points, experience for defeat, BP for defeat.

4 **Resistances:** How well the enemy is resistant to recoil and stagger.

5 **Episodes:** The Episode(s) in which the enemy appears.

6 **Descent Kill:** Most bosses and the Mudflap have an ability to grab someone and kill him/her. Aya can avoid this fate by diving into someone else or unleashing her Liberation. The Mudflap and the Queen use a similar attack to turn Aya into a Twisted.

7 **Sub-species:** If there are sub-species or more types of the Twisted, their stats and where to find them are also included.

8 **Case file:** Information from the CTI computer pertaining to the Twisted in question.

01 WAD 1

▶ "Two-faced Death Dancer"

STATS 3

DIFFICULTY	HP	EXP	BP
Easy	720	150	120
Normal	900	150	120
Hard	1620	330	240
Deadly	2835	450	360
Insane	7290	710	480

Resistant to Recoil: 0 4

Resistant to Stagger: N/A

Episode(s): 0, 1, 2, 3 5

Descent Kill: No 6



Sniper rifle sweet spot: Center of the body while expanded.

02 WAD 7

STATS

DIFFICULTY	HP	EXP	BP
Easy	1440	400	170
Normal	1800	400	170
Hard	3240	660	340
Deadly	5670	790	510
Insane	14580	1040	680

Episode(s): 4, 5



03 WAD

STATS

DIFFICULTY	HP	EXP	BP
Easy	640	600	1500
Normal	800	600	1500
Hard	1440	940	3000
Deadly	2520	1080	4500
Insane	6480	1340	6000

Episode(s): 1



04 WAD

STATS

DIFFICULTY	HP	EXP	BP
Easy	1440	600	1700
Normal	1800	600	1700
Hard	3240	940	3400
Deadly	5670	1080	5100
Insane	14580	1340	6800

Episode(s): 5



8

A Twisted that expands and contracts as it attacks, its physical changes indicating its battle stance. While contracted, it becomes sharp as a blade and fast as a whip. While expanded, it floats along like a balloon, firing projectiles.

In its contracted state, it uses its extreme agility to easily dodge incoming fire. There's also a rare Wad variant that robs intruding foes of their energy, which it uses to repair its own damage.

The Wad moves more slowly in its expanded state, and is especially easy to target while floating up to reach an enemy on higher ground. It has a wide range, and once it starts firing, it keeps going for some time. Evade its attacks by hiding behind obstacles, waiting for it to stop firing before launching a counterattack. Some varieties of Wad remain stationary, attacking from one base location.

01 SLACKER



▶ "Bloodthirsty Simpleton"

STATS

DIFFICULTY	HP	EXP	BP
Easy	240	100	100
Normal	300	100	100
Hard	540	240	200
Deadly	945	330	300
Insane	2430	540	400

Resistant to Recoil: D

Resistant to Stagger: N/A

Episodes: 0, 1, 2, 3

Descent Kill: No



Sniper rifle sweet spot: Center of the head, around the "face."

02 SLACKER

STATS

DIFFICULTY	HP	EXP	BP
Easy	1080	240	160
Normal	1350	240	160
Hard	2430	450	320
Deadly	4253	580	480
Insane	10935	840	640

Episode(s): 3



03 SLACKER

STATS

DIFFICULTY	HP	EXP	BP
Easy	1440	300	140
Normal	1800	300	140
Hard	3240	500	280
Deadly	5670	590	420
Insane	14580	780	560

Episode(s): 5



An incomplete Twisted. Robbed of its consciousness, its body somehow blighted during metamorphosis, it was unable to complete its transformation. Its attacks are simple and consist only of charging forward. However, they often appear in swarms, and it's dangerous to underestimate the power they hold in numbers.

Usually found prowling around or dangling from above, searching for enemies. When it finds one, it immediately rushes forward, swinging its scythe. Indeed, this scythe is its chief method of attack, so if you find yourself engaging this Twisted, keep a safe distance from its slashing blade.

Its scythe can destroy barricades and other cover points, so make sure you always have the means to evade its attacks.

01 WAD



▶ "Two-faced Death Dancer"

STATS

DIFFICULTY	HP	EXP	BP
Easy	720	150	120
Normal	900	150	120
Hard	1620	330	240
Deadly	2835	450	360
Insane	7290	710	480

Resistant to Recoil: D

Resistant to Stagger: N/A

Episode(s): 0, 1, 2, 3

Descent Kill: No



Sniper rifle sweet spot: Center of the body while expanded.

02 WAD

STATS

DIFFICULTY	HP	EXP	BP
Easy	1440	400	170
Normal	1800	400	170
Hard	3240	660	340
Deadly	5670	790	510
Insane	14580	1040	680

Episode(s): 4, 5



03 WAD

STATS

DIFFICULTY	HP	EXP	BP
Easy	640	600	1500
Normal	800	600	1500
Hard	1440	940	3000
Deadly	2520	1080	4500
Insane	6480	1340	6000

Episode(s): 1



04 WAD

STATS

DIFFICULTY	HP	EXP	BP
Easy	1440	600	1700
Normal	1800	600	1700
Hard	3240	940	3400
Deadly	5670	1080	5100
Insane	14580	1340	6800

Episode(s): 5



A Twisted that expands and contracts as it attacks, its physical changes indicating its battle stance. While contracted, it becomes sharp as a blade and fast as a whip. While expanded, it floats along like a balloon, firing projectiles.

In its contracted state, it uses its extreme agility to easily dodge incoming fire. There's also a rare Wad variant that robs intruding foes of their energy, which it uses to repair its own damage.

The Wad moves more slowly in its expanded state, and is especially easy to target while floating up to reach an enemy on higher ground. It has a wide range, and once it starts firing, it keeps going for some time. Evade its attacks by hiding behind obstacles, waiting for it to stop firing before launching a counterattack. Some varieties of Wad remain stationary, attacking from one base location.

01 ROLLER

► "Mad Corkscrew"

STATS

DIFFICULTY	HP	EXP	BP
Easy	2400	350	200
Normal	3000	350	200
Hard	5400	690	400
Deadly	9450	890	600
Insane	24300	1340	800

Resistant to Recoil: D

Resistant to Stagger: N/A

Episode(s): 2, 3

Descent Kill: No



Sniper rifle sweet spot: Tip of the "tail."

02 ROLLER

STATS

DIFFICULTY	HP	EXP	BP
Easy	4200	470	200
Normal	5250	470	200
Hard	9450	810	400
Deadly	16538	990	600
Insane	42525	1350	800

Episode(s): 4



03 ROLLER

STATS

DIFFICULTY	HP	EXP	BP
Easy	4800	550	300
Normal	6000	550	300
Hard	10800	890	600
Deadly	18900	1040	900
Insane	48600	1340	1200

Episode(s): 5



Attempts to enter close-range combat as soon as it appears. It narrows any wider gaps by twisting its body and using the recoil to propel itself forward like a spring. Its attack—surging forward while rotating—is frighteningly fierce. It moves with extreme speed and seems almost engineered for pouncing on enemies.

The Roller's claws really come out when it takes damage, at which point it goes crazy with violent fury. In this state, it has both greatly increased damage-recovery capability and uncommon endurance. It will destroy cover-providing obstacles and frustrate any attempts at evasion.

The manic Roller is extremely violent, attacking incessantly and leaving no opportunity to counterattack. Furthermore, thanks to its recovery abilities, your only hope is to find an opening and use certain effective attacks to take them out in one hit.

DETECTOR

► "Sinister Quagmire"

Appearing as if bubbling up from the earth, this Twisted works only in tandem with a Rover, acting as kind of an alarm system. It has no attack capabilities and disappears the moment it spots an enemy.

Attack it with a grenade or grenade launcher to send it packing—but not before it sends in its friend the Rover, ready to eliminate any intruders.



04 ROLLER

STATS

DIFFICULTY	HP	EXP	BP
Easy	2400	900	2000
Normal	3000	900	2000
Hard	5400	1380	4000
Deadly	9450	1570	6000
Insane	24300	1910	8000

Episode(s): 2



05 ROLLER

STATS

DIFFICULTY	HP	EXP	BP
Easy	4200	900	2800
Normal	5250	900	2800
Hard	9450	1380	5600
Deadly	16538	1570	8400
Insane	42525	1910	11200

Episode(s): 4



06 ROLLER

STATS

DIFFICULTY	HP	EXP	BP
Easy	4800	900	3000
Normal	6000	900	3000
Hard	10800	1380	6000
Deadly	18900	1570	9000
Insane	48600	1910	12000

Episode(s): 5



ROVER

► "Arachnoid Deathtrap"

STATS

DIFFICULTY	HP	EXP	BP
Easy	36000	2000	1000
Normal	45000	2000	1000
Hard	81000	3220	2000
Deadly	141750	3780	3000
Insane	364500	4870	4000

Resistant to Recoil: A

Resistant to Stagger: N/A

Episode(s): 2, 3

Descent Kill: No



Sniper rifle sweet spot: Lower portion of the extremities, i.e., below the "knee."

Works with and controls a type of Twisted known as Detectors, which float along looking for enemies, and summon a Rover as soon as one is sighted.

It uses a laser searchlight to trap and fire at enemies. If caught in this beam, your body will be frozen to the spot, rendering you temporarily incapacitated.

Once it immobilizes its prey with its searchlight attack, it uses its sharp skewer-like tentacles to impale its target. It's an astonishingly powerful move—and a fatal one.

The tenacious tracking of an endless onslaught of Detectors combined with the powerful offense and speed of the Rovers make for a truly pernicious pair. Approach with extreme caution.

Destroying the enemy-hunting searchlight is the key to defeating Rovers. Unless and until a bullet from a sniper rifle shuts it down, the searchlight will keep moving in all manner of ways to track down intruders.

While the Detector is going after enemies, the Rover shows only its shadow. Its physical being is in a parallel universe of sorts, and no attacks can harm it in this state.

STINKER

► "Ruthless Drones"

STATS

DIFFICULTY	HP	EXP	BP
Easy	180	200	130
Normal	225	200	130
Hard	405	400	260
Deadly	709	530	390
Insane	1823	810	520

Resistant to Recoil: D

Resistant to Stagger: N/A

Episode(s): 2

Descent Kill: No

A Twisted that attacks its enemy in swarms surrounding a so-called Head Stinker. This "queen bee" serves as the brains and heart of the swarm, both issuing commands and sustaining the life of its Stinker drones.

When the Head Stinker is attacked, it uses its stealth capabilities to camouflage itself, disappearing into its surroundings.

Stinkers are venomous. When a single Stinker sprays its venom, it releases an aggression pheromone at the same time.

Other Stinkers stimulated by this pheromone will spray their venom as a swarm. Coming into contact with this poison fog causes respiratory distress, paralysis, and incapacitation, similar to nerve gas.

Shoot the Head Stinker to bring down the swarm. Once in sniping position, use your scope's ability to determine its weak spots.



02 BEAN

STATS

DIFFICULTY	HP	EXP	BP
Easy	4620	580	300
Normal	5775	580	300
Hard	10395	960	600
Deadly	18191	1140	900
Insane	46778	1510	1200

Episode(s): 3, 4



03 BEAN

STATS

DIFFICULTY	HP	EXP	BP
Easy	5280	730	220
Normal	6600	730	220
Hard	11880	1120	440
Deadly	20790	1270	660
Insane	53460	1550	880

Episode(s): 5



04 BEAN

STATS

DIFFICULTY	HP	EXP	BP
Easy	2700	860	2200
Normal	3375	860	2200
Hard	6075	1250	4400
Deadly	10631	1370	6600
Insane	27338	1540	8800

Episode(s): 2



05 BEAN

STATS

DIFFICULTY	HP	EXP	BP
Easy	4620	860	3000
Normal	5775	860	3000
Hard	10395	1250	6000
Deadly	18191	1370	9000
Insane	46778	1540	12000

Episode(s): 4



06 BEAN

STATS

DIFFICULTY	HP	EXP	BP
Easy	5280	860	3200
Normal	6600	860	3200
Hard	11880	1250	6400
Deadly	20790	1370	9600
Insane	53460	1540	12800

Episode(s): 5



01 BEAN

► "Twisted Turret"

STATS

DIFFICULTY	HP	EXP	BP
Easy	2700	450	220
Normal	3375	450	220
Hard	6075	810	440
Deadly	10631	1020	660
Insane	27338	1450	880

Resistant to Recoil: D

Resistant to Stagger: N/A

Episode(s): 2

Descent Kill: No



Sniper rifle sweet spot: Center of the body while defending (with its shell closed).

Uses a high-intensity bombardment attack; if approached head on, be prepared to face an unavoidable assault of concentrated firepower. Make use of obstacles to secure a possible line of defense, then go straight for the jugular.

It chooses its ammunition to suit the firing distance, so work out the potential trajectory and evade accordingly. Beans also have a tremendous capability for regeneration. It takes a focused attack to whittle down their numbers.

There are mobile and immobile varieties of Beans. The immobile type can warp to new attack points in the blink of an eye. Just when you think you have them in your sights, they can zip over for a flank attack and put you in life-threatening danger.

When Beans are in attack mode, a shotgun is the weapon of choice. When defending, however, you must use a sniper rifle to zero in on their weak spot.

01 SNATCHER

► "Dark-dwelling Hunter"

STATS

DIFFICULTY	HP	EXP	BP
Easy	1080	650	180
Normal	1350	650	180
Hard	2430	1090	360
Deadly	4253	1300	540
Insane	10935	1740	720

Resistant to Recoil: D

Resistant to Stagger: D

Episode(s): 3, 4

Descent Kill: No



Sniper rifle sweet spot: Center of the extremities, i.e., around the "knee."

02 SNATCHER

STATS

DIFFICULTY	HP	EXP	BP
Easy	1680	800	220
Normal	2100	800	220
Hard	3780	1240	440
Deadly	6615	1420	660
Insane	17010	1740	880

Episode(s): 5



03 SNATCHER

STATS

DIFFICULTY	HP	EXP	BP
Easy	1080	1100	2000
Normal	1350	1100	2000
Hard	2430	1520	4000
Deadly	4253	1610	6000
Insane	10935	1670	8000

Episode(s): 3



04 SNATCHER

STATS

DIFFICULTY	HP	EXP	BP
Easy	1680	1100	2200
Normal	2100	1100	2200
Hard	3780	1520	4400
Deadly	6615	1610	6600
Insane	17010	1670	8800

Episode(s): 5



Dangles from the ceiling and searches for intruders. Upon finding one, it drops down and begins its pursuit.

It's an extremely keen hunter and fighter both, launching its first attacks immediately after sensing a foe and relentlessly continuing its barrage until it captures its prey.

Anyone unlucky enough to be captured won't make it out alone. The Snatcher will drag him or her to its spiderweb wormhole, where death is inevitable.

To secure an Overdrive target, first rescue the captured human by besieging the Snatcher with well-placed attacks before it reaches its web.

The Snatcher has a derivative form whose projectiles explode on impact, dazzling the enemy with a flashbomb-like burst of light. Looking directly into this light will temporarily blind you.

Sniper rifles work well against Snatchers.

01 WORM (SPAWN)

► "Fiery Fiend"

STATS

DIFFICULTY	HP	EXP	BP
Easy	160000	2000	1000
Normal	200000	2000	1000
Hard	360000	3060	2000
Deadly	630000	3480	3000
Insane	1458000	4230	4000

Resistant to Recoil: C

Resistant to Stagger: B

Episode(s): 4

Descent Kill: No



Sniper rifle sweet spot: Inside of the mouth before molting (with its shell closed).

02 WORM (RUNT)

STATS

DIFFICULTY	HP	EXP	BP
Easy	14400	1200	400
Normal	18000	1200	400
Hard	32400	1910	800
Deadly	56700	2230	1200
Insane	131220	2840	1600

Episode(s): 4



03 WORM (RUNT)

STATS

DIFFICULTY	HP	EXP	BP
Easy	16800	900	360
Normal	21000	900	360
Hard	37800	1470	720
Deadly	66150	1730	1080
Insane	153090	2260	1440

Episode(s): 4



Small Worms are also known as Runts, while large Worms are known as Spawn. Runts move slowly before molting, but their armor-like exoskeleton makes them impervious to attacks. Fire at their mouths to kick-start the molting process. They move that much more quickly afterward, so stay on top of them; don't give them any room to fight back before wiping them out.

Note that their weak spot becomes their strong spot after molting. Attacking the mouth will restore their damage, not increase it.

Worms are born of the projectiles fired by Spawn (large Worms). Their main attack consists of shooting fireballs and molten lava from the mouth.

When attacking in swarms, the Spawn give orders to the Worms as they raise one great cry en masse and start in on their concentrated attack.

Large Worms (Spawn) are too large to move. Still, they have the highest endurance of any Twisted by far, and can spit forth rocky shelled projectiles that spawn Worms on impact. Destroy them before they hit the ground, or an endlessly rolling mass of Worms will be the last thing you ever see.

01 SPITTER

STATS

DIFFICULTY	HP	EXP	BP
Easy	750	300	80
Normal	937	300	80
Hard	1687	520	160
Deadly	5060	630	240
Insane	6747	860	320

Resistant to Recoil: N/A

Resistant to Stagger: N/A

Episode(s): 4

Descent Kill: No



02 SPITTER (LARGE)

STATS

DIFFICULTY	HP	EXP	BP
Easy	1200	500	100
Normal	1500	500	100
Hard	2700	810	200
Deadly	8100	950	300
Insane	10800	1220	400

Episode(s): 4



Spitters are a defensive weapon found scattered across the Babel's exterior wall.

They appear to be independent organisms, their grotesque and unsettling forms verging on the crustacean.

Before unleashing an attack, their shells part suddenly to reveal a hideous sphere containing a liquid resembling human blood. The sphere expands and bursts, releasing a projectile.

Spitters cannot be damaged while their shells are closed.

MUDFLAP

► "Putrid Puppetmaster"

STATS

DIFFICULTY	HP	EXP	BP
Easy	7200	850	500
Normal	9000	850	500
Hard	16200	1280	1000
Deadly	28350	1440	1500
Insane	72900	1710	2000

Resistant to Recoil: B

Resistant to Stagger: N/A

Episode(s): 5

Descent Kill: Yes



Sniper file sweet spot: Bottom of a certain extremity, i.e., the "shin" of one particular tentacle.

Uses psychokinesis to pick up enemies hiding behind obstacles and bring them in for the kill. Its powers can likewise affect the surrounding air currents, whipping up tornadoes to further control the intruder.

The descent attacks it uses at close range turn its opponent into a Twisted. The Mudflap is the only Twisted apart from the Queen that is capable of such a feat; think of it as a kind of would-be Queen with the potential to take her place.

Once you turn into a Twisted, you will never again be human. Under no circumstances should you lose your precious Overdrive targets and find yourself painted into a corner.

The Mudflap fills its surroundings with poison fog, creating an absolute territory where offense, defense, and recover of one's life force come together. After dying, it will go out in search of a new physical vessel, its disembodied form creeping up on unsuspecting foes before possessing them. Use Overdrive Kills to ward off this particularly nasty move.

REAPER

► "Blade-wielding Assassin"

STATS

DIFFICULTY	HP	EXP	BP
Easy	9600	3200	2600
Normal	12000	3200	2600
Hard	21600	4730	5200
Deadly	37800	5260	7800
Insane	97200	6220	10400

Resistant to Recoil: B

Resistant to Stagger: N/A

Episode(s): 1, 3, 5

Descent Kill: No



Possesses a rigid shell that nullifies any and all attacks. Its offensive power, agility, and endurance are all sky-high, making it a far tougher foe than any other Twisted. It quickly dives into close-range battles, slashing at intruders with its razor-sharp blade. This is one murderous, uncontrollable monster.

The armor covering its body provides unheard-of levels of defense. The Reaper is impossible to defeat with conventional weapons.

Its bloodlust intensifies in manic mode as it swings its scythe-like blade, tearing to pieces anyone unlucky enough to be in its path. Its outstanding enemy tracking skills make it next to impossible to escape this Twisted murderer.

When it enters manic mode, the Reaper creates obstacles known as Blood Walls that block off its prey's escape route, rendering them as helpless as a rat in a trap before being ripped to shreds. Using an Overdrive Kill on a Reaper effectively destroys these Blood Walls.

Although an Overdrive Kill can get a Reaper out of manic mode, even the best and most effective Overdrive Kill won't put it out of its misery. The only thing capable of penetrating its tough armor and destroying the monster within is the Berserker, an anti-Reaper laser weapon developed by CTI weapon design lab employee Tatiana Iizarov.



BOSSSES

HELIX

► "Divinity of Doom"

STATS

DIFFICULTY	HP	EXP	BP
Easy	12000	1500	1200
Normal	15000	1500	1200
Hard	27000	2930	2400
Deadly	47250	3810	3600
Insane	81000	5740	4800

Resistant to Recoil: B

Resistant to Stagger: N/A

Episode(s): 1

Descent Kill: No



HELIX 2 LEG

STATS

DIFFICULTY	HP
Easy	640
Normal	800
Hard	1440
Deadly	2520
Insane	4320

HELIX 2 HEAD

STATS

DIFFICULTY	HP
Easy	2400
Normal	3000
Hard	5400
Deadly	9450
Insane	16200

HELIX 2 WEAK SPOT

STATS

DIFFICULTY	HP	EXP	BP
Easy	16800	1200	1000
Normal	21000	1200	1000
Hard	37800	2540	2000
Deadly	66150	3400	3000
Insane	113400	5350	4000

A Twisted of terrifying stature and tremendous power that lies in wait at Club Sacrifice. It uses many different kinds of ballistic attacks to destroy its target. Its sturdy head can easily take out any obstacle, conveniently trapping its prey right within firing range.

This is the true identity of the mysterious Twisted at Club Sacrifice. Each portion of its body has its own separate life force—along with the maddening ability to regenerate.

Not only can it fire projectiles, but it can stretch its neck at will to bash its head through distant obstacles, destroying them. If you find yourself on the business end of a Helix headbutt, you're almost certain to die.

EMILY JEFFERSON

► "—UNKNOWN—"

STATS

DIFFICULTY	HP	EXP	BP
Easy	19200	1800	1600
Normal	24000	1800	1600
Hard	43200	3300	3200
Deadly	75600	4170	4800
Insane	259200	6020	6400

Resistant to Recoil: B

Resistant to Stagger: A

Episode(s): 1

Descent Kill: Yes



A special case: a human turned Twisted with her consciousness intact.

When it shows signs of transforming and enters its darkness phase, it emits a deep scarlet shadow to reduce its foes' visibility to zero. It's impervious to damage in this state.

The Emily's Fang that appears out of the darkness rotates at frighteningly high speeds as it comes after Aya, thirsty for blood.

Overdrive Kills are effective for breaking this Twisted out of the darkness phase. Avoid its descent kills—true to the name, they're fatal.

QUEEN

► "—UNKNOWN—"

STATS

DIFFICULTY	HP	EXP	BP
Easy	41250	2500	1400
Normal	82500	2500	1400
Hard	148500	3430	2800
Deadly	259875	4180	4200
Insane	445500	5740	5600

Resistant to Recoil: B

Resistant to Stagger: C

Episode(s): 2, 6

Descent Kill: Yes



Sniper rifle sweet spot: Inside the mouth.

The Babel's core was thought to contain the Big Orb. Instead, Aya found herself face-to-face with the Queen.

The Babel's interior is a world where the future mingles freely with the present. Living within this indeterminate time-space, the Queen uses descent attacks on humans, turning them into Twisted to obtain the nutrition necessary for the Babel to thrive.

Since Aya is an uncertain being herself, she has no choice but to fight the Queen as a floating embodiment of consciousness.

If Aya can dodge the Queen's descent attack, consisting of psychic waves and countless Twisted entities, and manage to successfully Overdrive into a human who's already been engulfed, she'll be able to fire at the Babel's core: the Queen.

GABRIELLE MONSIGNY



▶ "UNKNOWN—"

PHASE 1

STATS

DIFFICULTY	HP
Easy	24000
Normal	30000
Hard	54000
Deadly	94500
Insane	162000



PHASE 2

STATS

DIFFICULTY	HP	EXP	BP
Easy	36000	2500	2000
Normal	45000	2500	2000
Hard	81000	4170	4000
Deadly	141750	5000	6000
Insane	243000	6690	8000

Resistant to Recoil: B

Resistant to Stagger: B

Episode(s): 2

Descent Kill: Yes

Gabrielle has undergone a grotesque transformation, as though the Twisted sleeping deep within had suddenly awoken. Like Emily, another special case.

With the wings of a fallen angel, it skillfully unleashes wind-harnessing attacks. It also releases an endless stream of Stinkers and directs them to attack, making for a highly strategic assault both on the ground and in the air.

Destroy it by making good use of Humvees and Overdiving into SWAT members. This monster needs effective attacks that do significant damage.

KYLE MADIGAN



▶ "UNKNOWN—"

STATS

DIFFICULTY	HP	EXP	BP
Easy	126000	3500	2400
Normal	157500	3500	2400
Hard	425250	5250	4800
Deadly	496125	5910	7200
Insane	850500	7030	9600



Resistant to Recoil: A

Resistant to Stagger: N/A

Episode(s): 4

Descent Kill: Yes

Your face-off against Kyle is also a battle against the clock, with the military counting down to a tactical nuclear strike.

Another special case like Emily and Gabrielle before him, Kyle's self-awareness and intelligence distinguishes him from run-of-the-mill Twisted.

It attacks Aya with sweeping, barbed projectiles and an number of different blades. However, its greatest threat is Kyle's Evil Eye. Each of its eight eyes is a wormhole to a parallel universe; unless every last one is destroyed, time as we know it will be blown away and reality will be eliminated—sucked into that parallel world.

HYDE BOHR



▶ "UNKNOWN—"

STATS

DIFFICULTY	HP	EXP	BP
Easy	19200	3300	2800
Normal	24000	3300	2800
Hard	43200	4840	5600
Deadly	75600	5360	8400
Insane	129600	6310	11200

Resistant to Recoil: B

Resistant to Stagger: N/A

Episode(s): 5, 6

Descent Kill: Yes



It possesses overwhelming speed and power, even for a special Twisted. The projectiles it fires are on par with Aya's energy shots.

Let up for even a moment and its barrage of descent kills will make mincemeat out of you.

Having obtained the ability to Overdrive from one of Aya's Overdrive Kills, Hyde finds his consciousness gradually being overwritten as he starts going after Aya.

HYDE BOHR



▶ "UNKNOWN—"

STATS

DIFFICULTY	HP	EXP	BP
Easy	21600	8300	6200
Normal	27000	8300	6200
Hard	48600	11910	12400
Deadly	85050	12810	18600
Insane	145800	15130	24800



Resistant to Recoil: B

Resistant to Stagger: N/A

Episode(s): 6

Descent Kill: No

Aya dives into the psychic world of the High Ones that rests within their leader, Hyde: an Overdrive space that's an embodiment of his deepest psyche.

Hyde attacks suddenly, knowing he must eliminate Aya. Something resonates inside her, however, awakening her own abilities.

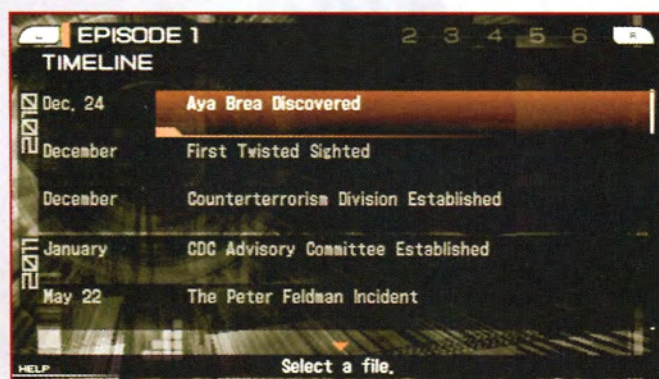
To take down Hyde, despite his incomparable strength, Aya must keep the power level of her consciousness higher than his. It truly is a battle of the minds, a clash for the ages.

UNLOCKING THE CASE FILES

From the left Monitor in the Overdrive Room or back computer at Maeda's house, you can review the case files of the CTI. More files are unlocked as you play through *The 3rd Birthday*. Refer to the following sections to see when each file is unlocked.

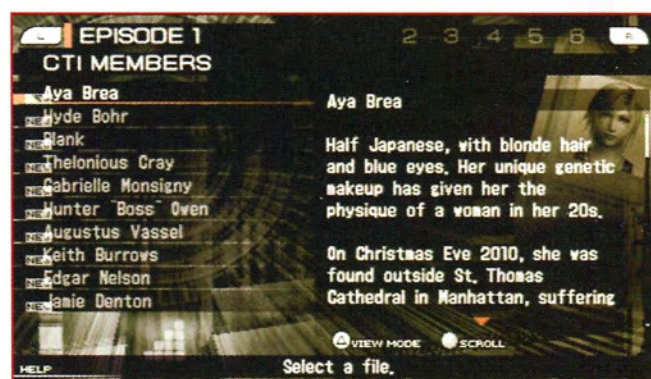
TIMELINE

Review records of past cases. This content is unlocked as you progress through the game.



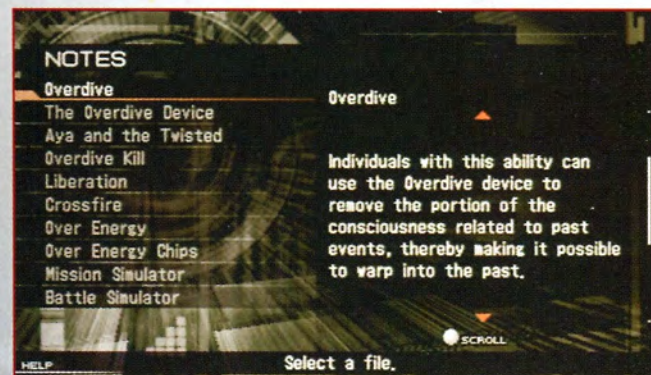
CTI MEMBERS

View CTI member data. Information on each member changes as you complete each Episode.



NOTES

Review CTI's database. These files are unlocked from the start.



THE BABELS

Review reports on the Babels. Complete the following Episodes to unlock that page of information.

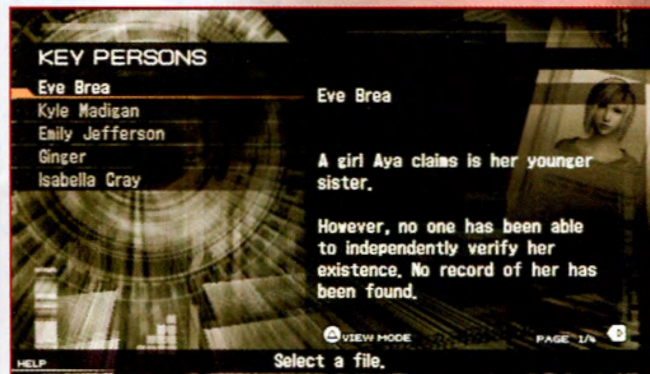
BABEL	PAGE 1	PAGE 2
Babel 1	Episode 0	N/A
Babel 2	Episode 1	N/A
Babel 3	Episode 2	N/A
Babel 4	Episode 3	N/A
Orb	Episode 1	N/A
Big Orb	Episode 0	Episode 2
Spitter	Episode 4	N/A



KEY PERSONS

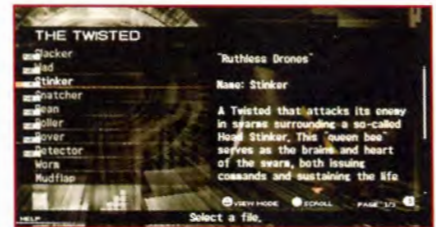
Review data on individuals key to the investigation. Complete the following Episodes to unlock that page of information.

KEY PERSON	PAGE 1	PAGE 2	PAGE 3	PAGE 4
Eve Brea	Episode 2	Episode 3	Episode 5	Complete game
Kyle Madigan	Episode 2	Episode 3	Episode 4	Complete game
Emily Jefferson	Episode 1	Episode 5	Complete game	N/A
Ginger	Episode 1	Complete game	N/A	N/A
Isabella Cray	Episode 3	Episode 5	Complete game	N/A



THE TWISTED

Review reports on the Twisted. These files are unlocked as you defeat each foe. Defeat the following enemies the appropriate number of times to unlock that page of information.



TWISTED	PAGE 1	PAGE 2	PAGE 3	PAGE 4
Slacker	1 time	15 times	100 times	N/A
Wad	1 time	25 times	70 times	N/A
Stinker	1 time	8 times	15 times	N/A
Snatcher	1 time	20 times	22 times	N/A
Bean	1 time	12 times	20 times	N/A
Roller	1 time	15 times	16 times	N/A
Rover	1 time	2 times	3 times	4 times
Detector	1 time	N/A	N/A	N/A
Worm	1 time	3 times	15 times	N/A
Mudflap	1 time	2 times	3 times	N/A
Reaper	1 time	Complete Episode 3	Complete Episode 5	N/A
Helix	1 time	2 times	N/A	N/A
Emily Jefferson	1 time	N/A	N/A	N/A
Queen	1 time	N/A	N/A	N/A
Gabrielle Monsigny	1 time	N/A	N/A	N/A
Kyle Madigan	1 time	N/A	N/A	N/A
Hyde Bohr	1 time	Complete Episode 6	N/A	N/A
Hyde Bohr	1 time	N/A	N/A	N/A

MAILBOX

Review e-mail logs.

NAME	HOW TO UNLOCK
Blank 001	10,000 BP
Blank 002	20,000 BP
Blank 003	30,000 BP
Blank 004	40,000 BP
Blank 005	50,000 BP
Blank 006	60,000 BP
Blank 007	70,000 BP
Blank 008	80,000 BP
Blank 009	90,000 BP
Blank 010	100,000 BP
Blank 011	120,000 BP
Blank 012	140,000 BP

NAME	HOW TO UNLOCK
Blank 013	160,000 BP
Maeda 001	200,000 BP
Maeda 002	225,000 BP
Maeda 003	250,000 BP
Maeda 004	275,000 BP
Maeda 005	300,000 BP
Maeda 006	325,000 BP
Maeda 007	350,000 BP
Maeda 008	375,000 BP
Maeda 009	400,000 BP
Maeda 010	425,000 BP
Maeda 011	450,000 BP

NAME	HOW TO UNLOCK
Maeda 012	475,000 BP
Maeda 013	500,000 BP
Maeda 014	525,000 BP
Eve 001	Complete Insane Episode 2
Eve 002	Complete Insane Episode 2
Eve 003	Complete Insane Episode 3
Eve 004	Complete Insane Episode 3
Eve 005	Complete Insane Episode 5
Eve 006	Complete the game on Insane
Eve 007	Complete the game on Insane

VIDEO LOG

View the game's cut scenes. This option becomes available after completing the game.

Secret Ending

To unlock the secret ending in the Video Log, complete the game twice.



Secret Camera View

To unlock the secret camera view in the Config menu, you must watch the shower scene from the Video Log 10 times.



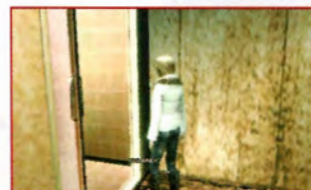
MUSIC FILES

Listen to the game's background music. All of the music files become available after completing the game a second time.

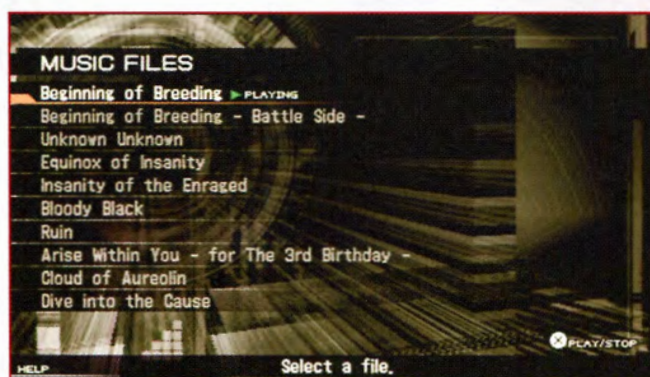


Shower Scene

You can find the showers in the back of the women's locker room or downstairs in Maeda's house. Once you have cleared the following Feats for each difficulty, press **X** at the shower to view the movie. The shower scene can also be unlocked in the Video Log by completing the game 50 times on any difficulty.



EPISODE	DIFFICULTY	FEAT
1	Easy	Defeat all Slackers
	Normal	Defeat all Wads
	Hard	Bring civilians to safety
	Deadly	Swift retreat from first Reaper
	Insane	Escape from Reapers unharmed
2	Easy	Clear out all poison fog
	Normal	Swiftly ward off Rover
	Hard	Swift return from inside Babel
	Deadly	Swiftly breach the orb nest
	Insane	Preserve Overdrive ability
3	Easy	Recover all supplies
	Normal	Avoid Rover battle
	Hard	No soldiers taken by Snatchers
	Deadly	Destroy all Orbs
	Insane	Destroy all Snatchers
4	Easy	Assist with retreat
	Normal	Secure air supremacy
	Hard	Swiftly breach tower
	Deadly	Tank team survivors unharmed
	Insane	Reinforcements survived

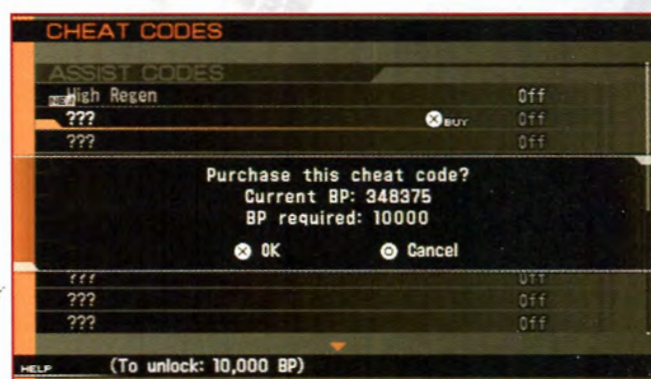


CHEAT CODES

Once you have saved a completed game, you can load that save data and start a new playthrough with everything you have earned and obtained still intact. You also get the ability to unlock cheat codes from the start menu. Press START and select Cheat Codes to access them. You can unlock more cheat codes by fulfilling certain conditions in the game. It's important to note that Rank and Feat results will not be recorded when cheat codes are being used.

ASSIST CODES

CHEAT	HOW TO UNLOCK	DESCRIPTION
High Regen	Buy for 10,000 BP	Greatly accelerates Aya's LIFE recovery rate.
Free Crossfire	Buy for 10,000 BP	NPCs can join a crossfire even if not taking cover.
Infinite Ammo	Clear the game 10 times at any level.	All guns can shoot unlimited bullets.



CHALLENGE CODES

CHEAT	HOW TO UNLOCK	DESCRIPTION
No Armor	Accomplish four or more Episode 1 feats on the Hard difficulty level.	Protective gear is always at max damage.
No Evasion Assist	Accomplish four or more Episode 2 feats on the Hard difficulty level.	No invulnerability while evading.
No Regen	Accomplish three or more Episode 3 feats on the Hard difficulty level.	LIFE does not recover automatically.
No Info	Accomplish three or more Episode 4 feats on the Hard difficulty level.	No on-screen battle info.
Critical Disease	Accomplish five or more Episode 5 feats on the Hard difficulty level.	The Liberation gauge refills at half speed.
No Over Energy	Accomplish at least 75 percent of all feats on the Hard difficulty level.	Unable to unleash Over Energy.
Static LIFE	Accomplish four or more Episode 1 feats on the Deadly difficulty level.	Aya gains the max LIFE amount of the NPC she dives into, regardless of her level.
Limited Weapons	Accomplish four or more Episode 2 feats on the Deadly difficulty level.	Unable to carry any weapon apart from the starting handgun (76SA).
Level Hold	Accomplish three or more Episode 3 feats on the Deadly difficulty level.	Aya is permanently at level 1 and gains no experience.
Critical Illness	Accomplish three or more Episode 4 feats on the Deadly difficulty level.	Constantly receive damage.
Half Ammo	Accomplish five or more Episode 5 feats on the Deadly difficulty level.	Ammo capacity of all guns is halved.
NPC One-Hit Death	Accomplish at least 75 percent of all feats on the Deadly difficulty level.	NPCs die with one hit.
No Haste	Complete the game on the Insane difficulty level.	Time does not slow during an Overdrive.
Maintain LIFE	Complete the game on the Insane difficulty level.	LIFE doesn't increase or decrease, even during an Overdrive.
Friendly Fire	Complete the game on the Insane difficulty level.	Can be damaged by allies.
No Cover	Accomplish at least 75 percent of all feats on the Hard and higher difficulties.	No barricades or plateaus.
One-Hit Death	Obtain all other cheat codes besides this one.	Aya dies with one hit.



The 3rd Birthday®

Official Strategy Guide

By Michael Owen

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CHARACTER DESIGN: TETSUYA NOMURA

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BradyGAMES Staff

Publisher

Mike Degler

Editor-In-Chief

H. Leigh Davis

Digital and Trade Publisher

Brian Saliba

Operations Manager

Stacey Beheler

Credits

Title Manager

Tim Cox

Lead Designer

Dan Caparo

Designers

Brent Gann

Keith Lowe

Carol Stamile

Production Designer

Wil Cruz





CHANGING THE PAST TO BETTER THE PRESENT

In the distant future, unknown creatures invade the planet and begin to multiply rapidly. They feed on humans and, once their food supply is gone, they travel into the past for more. Now they are here in the present. The CTI, a newly-formed government agency, is quickly forced to declare a state of emergency in response to the threat posed by "the Twisted."

Humanity's only hope is to change the past in order to better the present, and the only person capable of undertaking this mission is CTI special agent Aya Brea. She accepts the challenge in an effort to rid the planet of the infestation...and to discover who she really is.

DETAILED WALKTHROUGH

Game-tested strategy and tips to foil every Twisted encounter and finish off every boss. Step-by-step tactics will lead players through each area with ease.

WEAPONS INTEL

Get the lowdown on the impressive arsenal of weapons available in the game, plus detailed customization information. Learn how to acquire each weapon!

CHAPTER 1



A BRAVE NEW WORLD

CHAPTER 1



UNLOCK EVERY FEAT

Learn how to achieve every Feat in the game. Get specific tactics for each one.

BESTIARY

All-inclusive coverage of every Twisted in the game. Full listing of stats, experience points, resistances and much more!

AREA MAPS

Maps for every area illustrate enemy and weapon locations.



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